

OAKLAND RAIDERS

1998

JUNE MINI CAMP

PLAYBOOK

NAME :

AUDIBLE SIGNALS

| PLAY | AUDIBLE | HAND SIGNAL |
|-----------------------------|-----------|--|
| FLANKER DRIVE | FALCON | FIRST FINGER & PINKIE SIDEWAYS |
| Y OR E CROSS FB FAN | STEELER | CROSS ARMS |
| DAG SLANT | SMOKE | SMOKING A CIGARETTE |
| HITCH | HAMMER | HAMMER MOTION |
| QUICK OUT | OAKLAND | "OK" SIGNAL |
| DOUBLE SLANTS | LION | "L"-SHAPE WITH FINGERS |
| HANK | HANK | HOOK COLLAR OF JERSEY |
| DBL SQUARE OUT | OSCAR | CIRCLE EAR HOLE |
| Z POST X SHAKE | RAZOR | #1 SIGNAL WITH FIRST FINGER |
| X POST Z SHAKE | SCISSORS | SCISSORS SIGNAL WITH FINGERS |
| 22-23 "Z" IN | "22"-"23" | ^{SALUTE - POST} PUSH FINGER IN FIST (POST SIGNAL TO X) |
| FLIP PLAY TO THE OTHER SIDE | OTTO | HAND FLAT ON SIDE OF HELMET |
| DBL GO | DANCER | TAP TOP OF HELMET |
| SLANT SHAKE | COLRADO | MAKE A "C" WITH HAND |
| SLANT GO | SLUGGO | PUNCH HAND |
| ARROW-CORNER COMBINATION | EAGLE | FLAP ARMS LIKE WINGS |
| Z SWING ARROW | RAVEN | SWING UNDER WITH PALM UPWARD |
| X SPOT | SPOT | OK SIGNAL AGAINST YOUR SIDE |
| RAIDER | RAIDER | PATCH OVER THE EYE |
| DBL COMEBACK | CASPER | TAP LOWER BACK W/BACK OF YOUR HAND |
| SPRINT RIGHT OPTION | Q8 | QB POINT TO HIMSELF |
| WINSTON | WINSTON | FIRST AND PINKEY FINGERS UPWARD |

AUDIBLE SIGNALS

| | | |
|--------------|-----------|------------------------------|
| JBL DIG | DEMON | LIKE YOUR DIGGING WITH A S |
| JET RIGHT | JET RIGHT | USE HAND LIKE A JET IS TAKIN |
| 22-23 STRIKE | STRIKE | STRIKING A MATCH |
| BINGO CROSS | BINGO | FLIP BINGO CHIP WITH THUMB |
| 50-51 Y | 50-51 "Y" | BOTH HANDS MAKE A Y |

PERSONNEL HAND SIGNALS

| PERSONNEL | SIGNAL |
|-----------|-----------------------------------|
| REGULAR | #1 WITH FIRST FINGER |
| E | THREE FINGERS SIDEWAYS |
| ZEBRA | ARM ACROSS CHEST |
| U | MAKE A "U" WITH HAND |
| ROCKET | USE HAND LIKE A ROCKET TAKING OFF |
| PATRIOT | SALUTE |
| TIGER | HANDS MAKE TWO CLAWS |
| EAGLE | FLAP ARMS LIKE WINGS |

2 MINUTE OFFENSE

1. QB calls FORMATION! "RED RIGHT, RED RIGHT,"
2. QB calls PLAY! "24 Bingo, 24 Bingo,"
3. Ball is snapped on NO COLOR! "SET-HUT"
4. "X and Z" If you get caught on opposite sides of the formation called, you must replace each other in the set (X become Z and Z become X).
5. "KILL" "KILL" We must be in a legal set! Splits are not important. Be set for a full count. Snap on "NO COLOR" and spike it.
6. 3rd & 1 with time QB Calls formation; "JEFF, JEFF", "SET-HUTT." The play is QB Sneak.
7. 82-83 Protection It's 22-23 SCAT!
8. Personnel will VARY! QB know what to do and what plays and protections to get to as it changes.
9. HURRY don't Rush Don't be a basket case. Need our best pass protection and best pattern running.
10. BACKS: Don't lose sight of blitz pickup or hot responsibility. RED.. NO CHANGE.
11. Offensive Line: Expect stunts! They know we're throwing it
12. Get all you can! Then get out of bounds!
13. Know the Down and Distance! Botched every year in the NFL.

PLAYS FROM "REGULAR" and "E" PERSONNEL

324-325 Oakland
324-325 Smoke
22-23
22-23 (24-25) Hank
22-23 Raider
22-23 (24-25) Steeler
22-23 (24-25) Falcon

* "Z" In "Y/E" GO! HB Bursts! FB WIDE!
* "E" Man runs "PUSH"
* Play is "Y/E" Cross FB Fan!
* Play is Flanker Drive HB Burst.. "Z" Split ADJ!

24-25 Oscar
24-25 Demon
24-25 Casper
24-25 Dancer
24-25 Bingo

* Double Square out.. "E" Man middle read
* Double Dig.. "E" man middle read
* Double CB.. "E" man middle read
* Double GO.. "E" man middle read
* "Y/E" Bingo Cross

Fox 2-3 Husky
"JEFF, JEFF"

* Fox 2-3 Run
* QB Sneak

PLAYS FROM "ZEBRA" PERSONNEL:

200-300 Jet Oakland
200-300 Jet Smoke
200-300 Jet Lion

* alert 358-359

82-83 Raider
82-83 Hank

* Play is 22-23 SCAT RAIDER
* Play is 22-23 SCAT HANK

74-75 Oscar
74-75 Demon
74-75 Casper
96-97 "T"

* Play is Double Square out (ZEB middle read)
* Play is Double Dig (ZEB middle read)
* Play is Double CB (ZEB middle read)
* Play is 96-97 "T"

TYPES OF PERSONNEL

| | | | | |
|-----|------------------|--------------------|--------|--------|
| 1. | <u>"REGULAR"</u> | 2 BACKS | 1 TE | 2 WR'S |
| 2. | <u>"2 BACKS"</u> | 2 HB'S | 1 TE | 2 WR'S |
| 3. | <u>"DEUCE"</u> | 1 BACK | 2 TE'S | 2 WR'S |
| 4. | <u>"NICKEL"</u> | 1 BACK | 1 TE | 3 WR'S |
| 5. | <u>"POSSE"</u> | 1 BACK (1st dn HB) | 1 TE | 3 WR'S |
| 6. | <u>"TRIO"</u> | 2 BACKS | 0 TE'S | 3 WR'S |
| 7. | <u>"QUADS"</u> | 1 BACK | 0 TE'S | 4 WR'S |
| 8. | <u>"TANK"</u> | 2 BACKS | 2 TE'S | 1 WR |
| 9. | <u>"HEAVY"</u> | 1 BACK | 3 TE'S | 1 WR |
| 10. | <u>"JUMBO"</u> | 2 BACKS | 3 TE'S | 0 WR'S |

WEAKSIDE RUNS

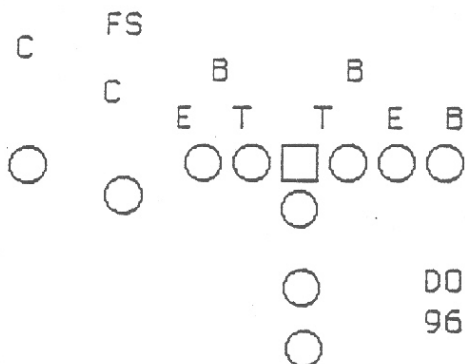
LAGS!

93 wk

99 toss wk

99 toss crack

SS

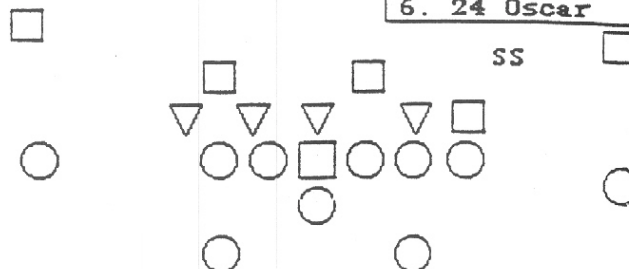


DONT FORGET
96 "TAMPA"

25 FRONT WITH SKY FORCE:

1. 320-358 Smoke
2. 58 Lexus
3. 58 Dolphin
4. 93 "W"
5. 324
6. 24 Oscar

FS



SOLO

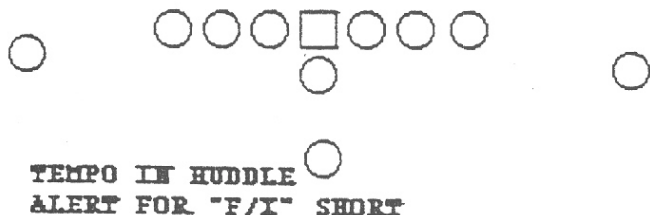
22 'Z' IN

22 HANK 60 OTTO AWAY FROM SS

- | | |
|--------|---------------------|
| 66 A: | FIND 3 |
| 96 T: | FIND 3 |
| 94: | FIND BUBBLE |
| 68 HO: | FIND 3, BEST ACCESS |

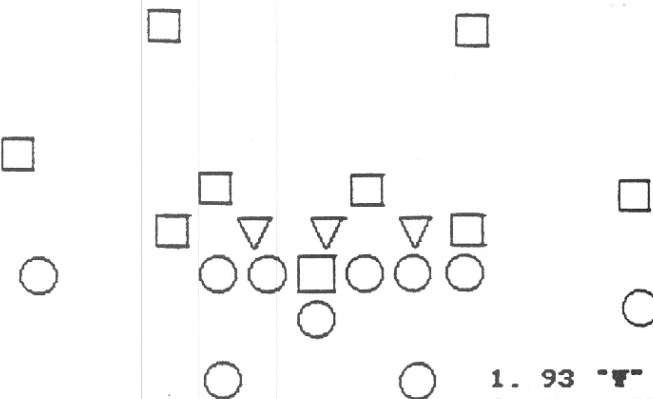
AUDIBLES:

- 22-23
22-23 HANK
200-300 JT
66 ALASKA



TEMPO IN HUDDLE
ALERT FOR "F/I" SHORT

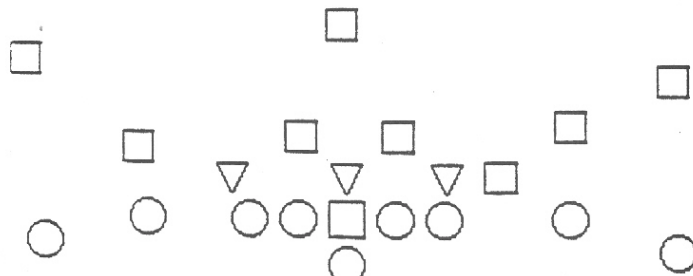
COVER 9



1. 93 "W"
2. 22 STRIKE
3. JET RT +

IF YOU HAVE A PASS CALLED
YOU JUST DON'T LIKE CHECK:

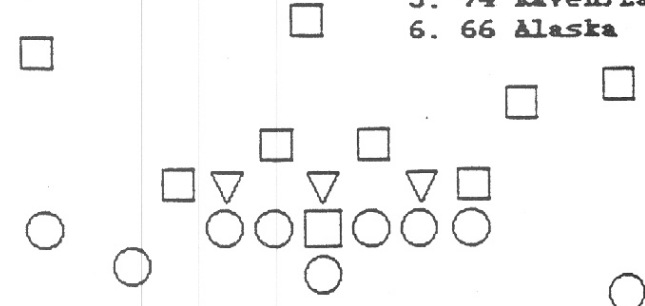
FLEY RIGHT (T OR ROCK)
SPREAD RT (EAG)



1. 200-300 JET "Z"
2. 200-300 JET LION
3. 200-300 JET SMOKE/HAMMER
4. 2-3 JET DANCER (ALL 60)

T-BUCK -FAR WEST SLOT
(ROCK) -FAR WEST SLOT
(ZEB) -DBL WING
(ZEB) -FAR WEST SLOT

1. 200 Jet
2. 374 (ham/oak)
3. 74 Winston
4. Q8 (slot Rt)
5. 74 Raven/Eagle
6. 66 Alaska



CAN CENTER REACH
NOSE ON STRONGSIDE
RUNS? 96 "T", 66 "A"

TOMORROW REDZONE

| | | | |
|-----|----------------------------|-------|---|
| +20 | 22-23 Double Post HB Burst | | -Red (also E) |
| +20 | 22-23 Rattle HB Burst | | -Red (OT alert "E") |
| +20 | 2-3 Jet Scat HB Option | | -Double Wing (Wolverine personnel) |
| +20 | 22-23 Scat "Y" Option | | -Red/"Y" Shift to Red |
| +20 | 22-23 Scat "Z" Option | | -Red Open (also "E") |
| +20 | 75 Snake FB Bag Flat | (ZE) | -South Left |
| +20 | 24 snag "X" spear | | -Red Right (poss 'y' shift) |
| +15 | 22-23 Scat Reno | (ZE) | -Double Wing |
| +15 | 322-323 Scat "Y" Stick | (ZE) | -Far West Right Slot/Red Rt "X" "A" Left |
| +15 | 2-3 Jet Flk Short Post | | -Brown A-C Str/(T) Solo "U" Str/(ZE) DW "ZEB" Str |
| +15 | Fire 2 Dbl Swing Hk/Post | (ZE) | -Dbl Wing/(ROCK) Double Wing |
| +15 | 72-73 Scat "Z" Option | (EA) | -Switch "X" Strong |
| +10 | 72 "X" Sh Cross | | -Change A-C Weak |
| +10 | 72 Zebra Sh Cross | (ZE) | -South |
| +10 | 72 Reno "Y" Cross | | -Brown "X" A-C Strong |
| +10 | 372 "Y" Stick Nod "Z" Und | (T) | -West Rt "F" Left |
| +10 | 372 "Y" Stick Nod 'X' Oak | (ZE) | -Trips Right (HB Runs BURST) |
| +5 | 72-73 Flk Arrow HB Qk | (R/E) | -Blue "Y/E" Motion |
| +5 | 200-300 Jet Venus/Colorado | (T) | -East "F" Short |
| +5 | 200-300 Jet Venus/Colorado | (U) | -Blue East |

GOALINE:

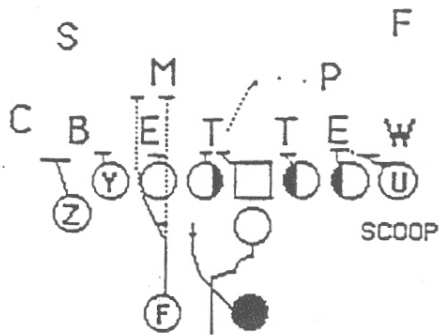
| | | |
|-------------------------------|-----|-------------------------------------|
| 64-65 Lead | (U) | -Blue Close/Brown Close "F" Motion |
| 16-17 "G" Lead | (U) | -Blue Close/Brown Close "F" Motion |
| 14-15 Lead | (U) | -Green Close/Green Close "F" Motion |
| 12-13 Split | (U) | -Green Close "F" Motion |
| 96-97 "G" King | (Y) | -Green Close |
| Fk 65 "V" Around Rt | (Y) | -Blue Left Close |
| Pass 64 solid Flk Cross | (U) | -Blue Close |
| Pass 64 "U" Cor HB Flat | (U) | -Brown Lt Close |
| Sprint Rt Option | (U) | -Blue Rt Close "Y" Stem |
| Sprint Rt Solid "Z" Qk Drag | (U) | -Brown Lt Close "F" Right |
| Sprint Rt "G" 'U' Cor HB Flat | (U) | -Red Lt Switch "Z" Right |

RED ZONE

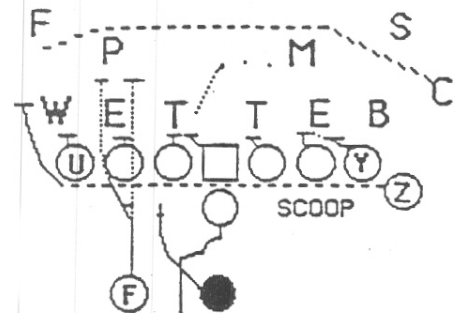
| | | | |
|-------|-------------|------------------------|--------------------------------|
| +20 | (WOLVERINE) | Double Wing Right | -2 Jet Scat HB Option |
| +20 | | Red Left "F" Right | -372 "Y" Stick "Z" Spot |
| +20 | | Red Right | -22 Dbl Shake HB Burst |
| +20 | | "Y" Shift Red Left | -23 Rattle HB Burst |
| +20 | (ZEBRA) | South Left | -75 Snake FB Bag Flat |
| +20 | | Red Left | -25 Snag "X" Spear |
| +20 | | Brown Right "X" "A" Rt | -72 Reno "X" Post |
| <hr/> | | | |
| +15 | | Red Right | -22 Dbl Post HB Burst |
| +15 | (EAGLE) | Switch Right "X" Right | -72 Scat "Z" Option |
| +15 | | Brown Left "C" Left | -373 "Y" Stick "X" Oakland |
| +15 | (ZEBRA) | Trips Right "Y" Short | -72 Dbl Post HB Burst |
| +15 | | "Y" Shift to Red Right | -22 Scat "Y" Option |
| +15 | (ZEBRA) | Far West Left Slot | -323 Scat "Y" Stick |
| +15 | | Brown Left "C" Left . | -3 Jet Flk Short Post |
| <hr/> | | | |
| +10 | (ZEB) | South Right | -72 Zebra Shallow Cross |
| +10 | | "Y" Shift Red Right | -22 Dbl Post HB Burst |
| +10 | (T) | West Left "F" Right | -373 "Y" Stick NOD "Z" Under |
| +10 | (ZEB) | Dbl Wing Right | -Fire 2 Dbl Swing Post |
| +10 | | Change Left "A" Right | -73 "X" Sh Cross |
| +10 | (ZEB) | Trips Right | -372 "Y" Stick nod "X" Oakland |
| <hr/> | | | |
| +5 | (U) | Blue Left East | -300 Jet Venus |

GOAL LINE

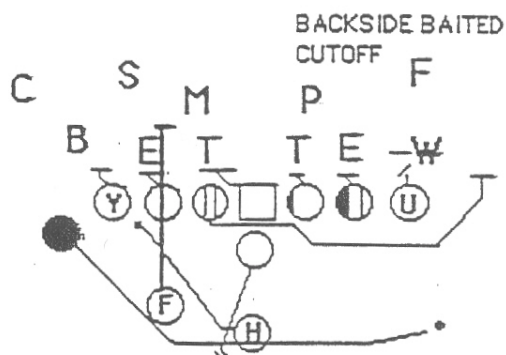
(U) BLUE LEFT CLOSE
65 LEAD



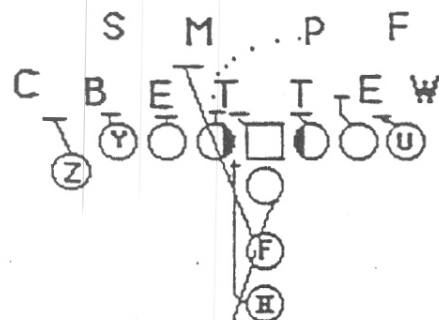
(U) BROWN RIGHT CLOSE "F" LEFT
65 LEAD



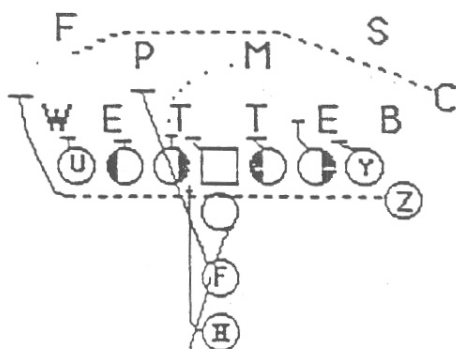
(Y) BLUE LEFT CLOSE
FAKE 65 "Y" AROUND RIGHT



(U) GREEN LEFT CLOSE
15 LEAD (LAUNCH)

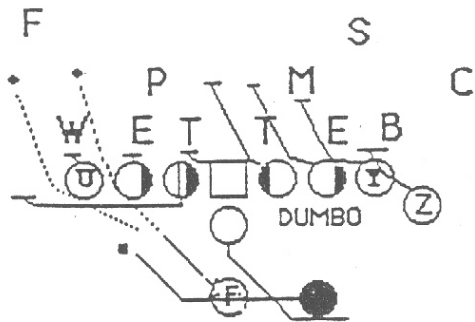


(U) GREEN RIGHT "F" LEFT
15 LEAD (LAUNCH)

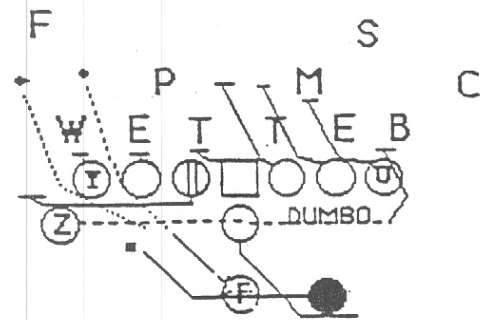


GOAL LINE

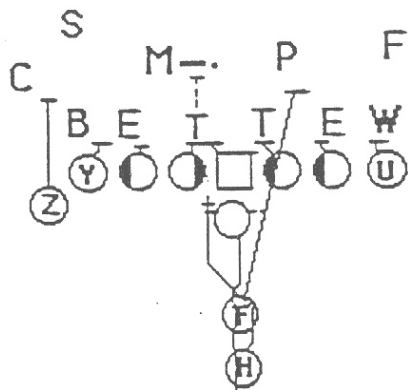
(U) BLUE RIGHT CLOSE
17 "G" LEAD



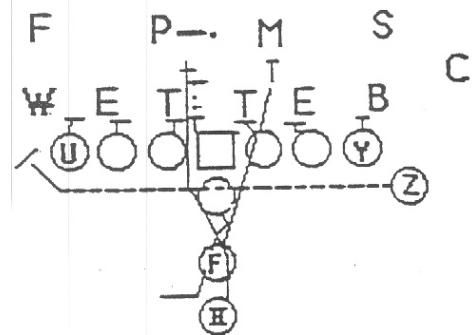
(U) BROWN RIGHT CLOSE "F" LEFT
17 "G" LEAD



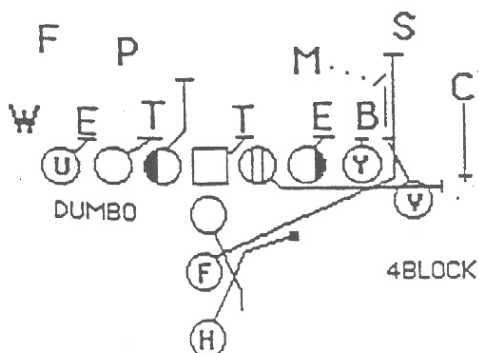
(U) GREEN LEFT CLOSE
13 SPLIT



(U) GREEN RIGHT CLOSE "F" LEFT
13 SPLIT

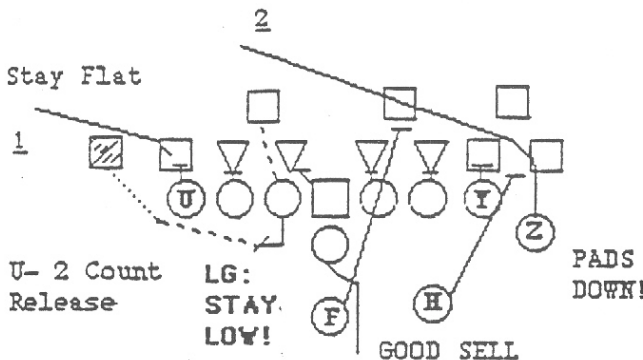


(Y) GREEN RIGHT CLOSE
96 "G" KING

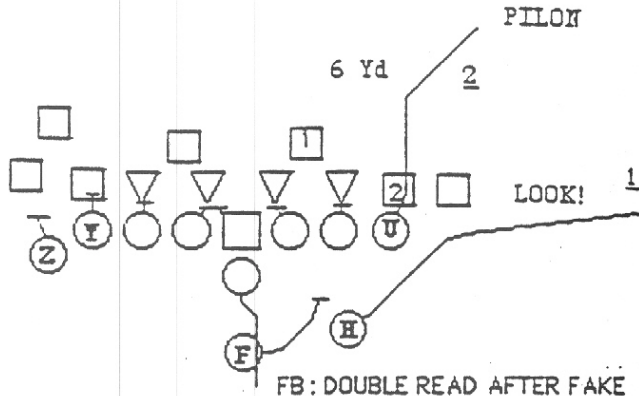


GOAL LINE

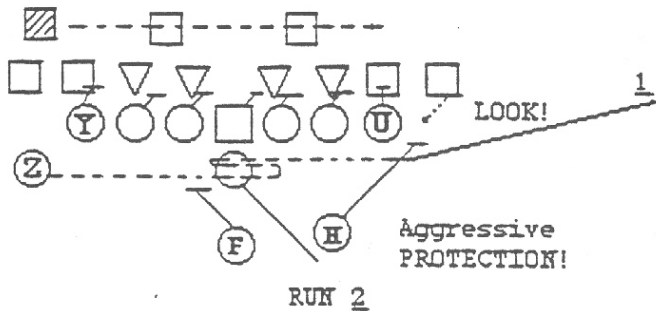
(U) BLUE RIGHT CLOSE
PASS 64 SOLID FLANKER CROSS



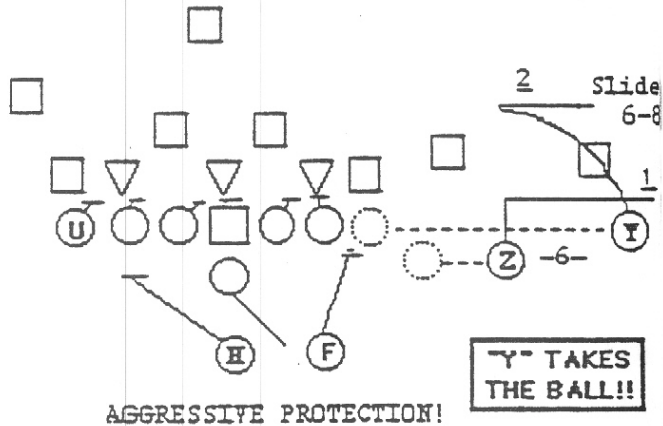
(U) BROWN LEFT CLOSE
PASS 64 "U" CORNER HB FLAT



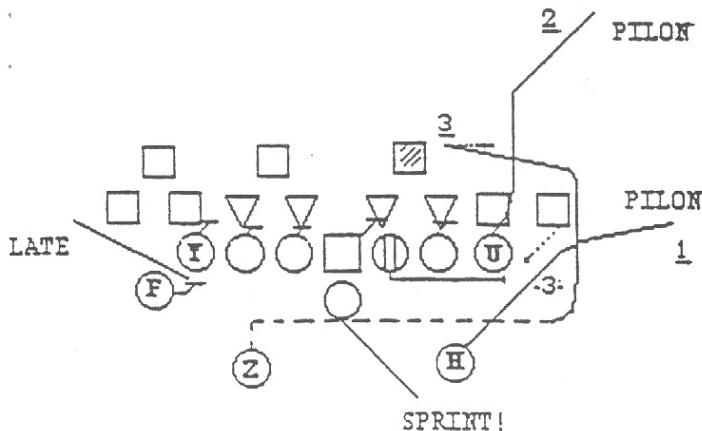
(U) BROWN LEFT CLOSE "F" RIGHT
SPRINT RIGHT SOLID "Z" QUICK DRAG



(U) BLUE RIGHT CLOSE "Y" STEM
SPRINT RIGHT OPTION



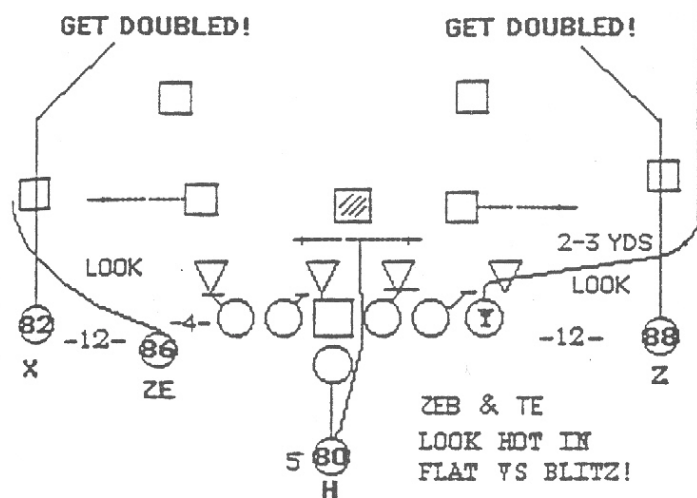
(U) RED LEFT SWITCH "Z" RIGHT
SPRINT RIGHT "G" "U" CORNER HB FLAT



(WOLVERINE) DOUBLE WING RIGHT
2 JET SCAT HB OPTION

RED ZONE

(ZEB) SOUTH LEFT
75 SNAKE FB BAG FLAT



18-20
CONTROL
SS

SHAKE
VS 3 DEEP!!

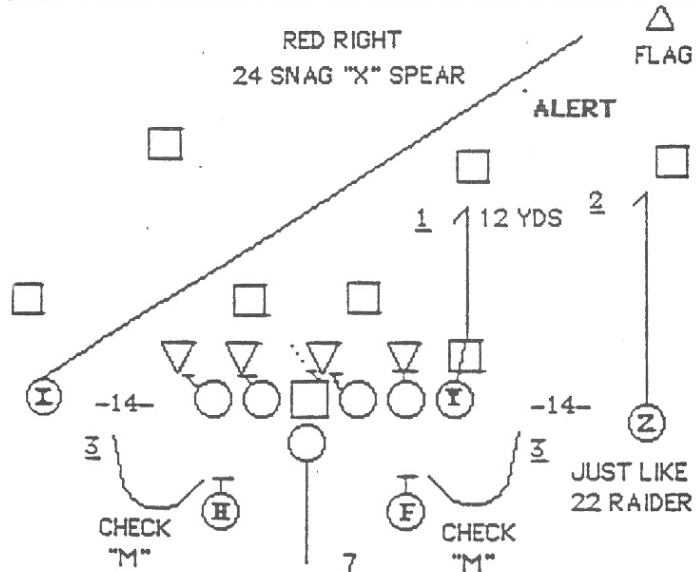
HB:
FAKE!

ZEB: LET X
BREAK FIRST

RED RIGHT
24 SNAG "X" SPEAR

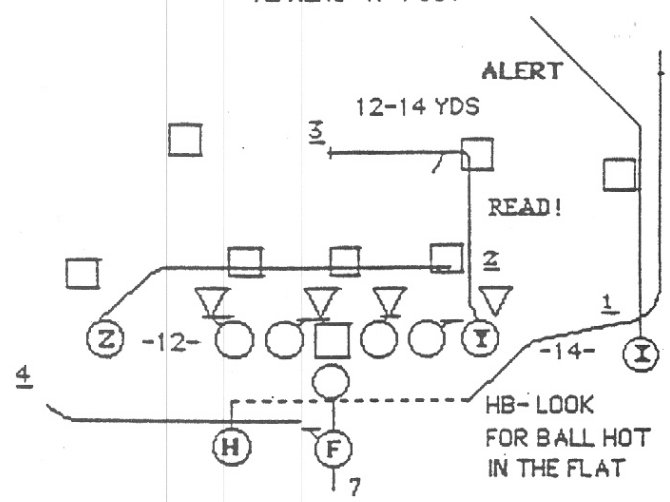
ALERT

FLAG

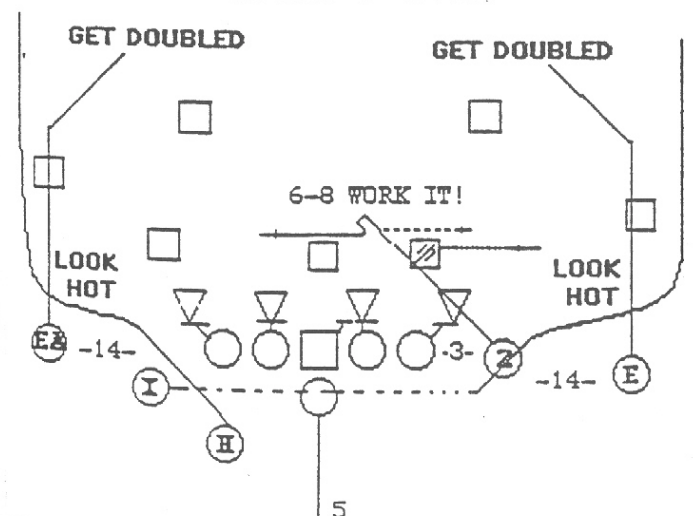


BROWN RIGHT "X" "A" RIGHT
72 RENO "X" POST

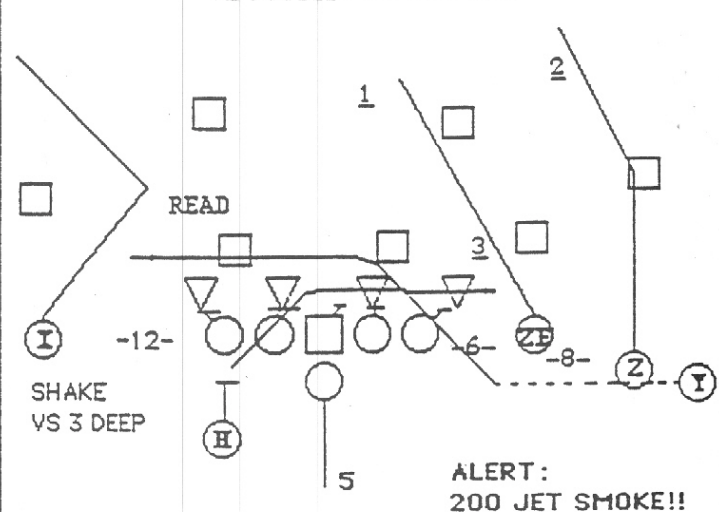
ALERT



(EA) SWITCH RIGHT "X" RIGHT
72 SCAT "Z" OPTION



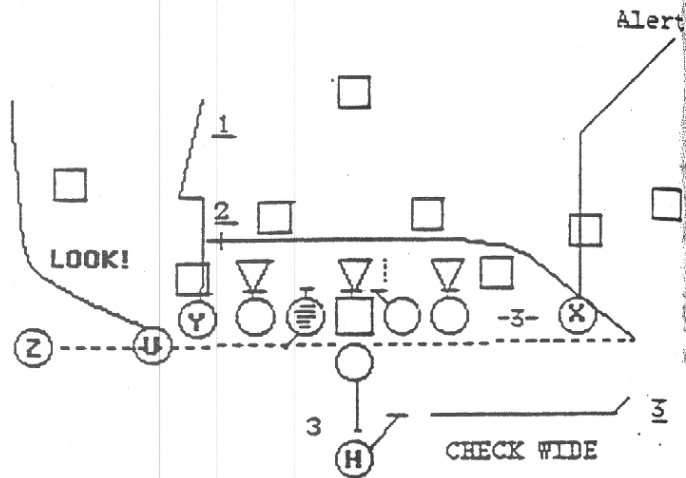
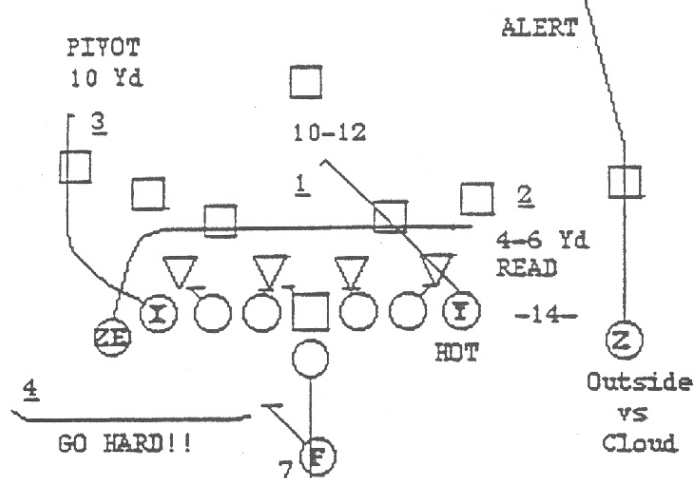
(ZE) TRIPS RIGHT "Y" SHORT
72 DOUBLE POST HB BURST



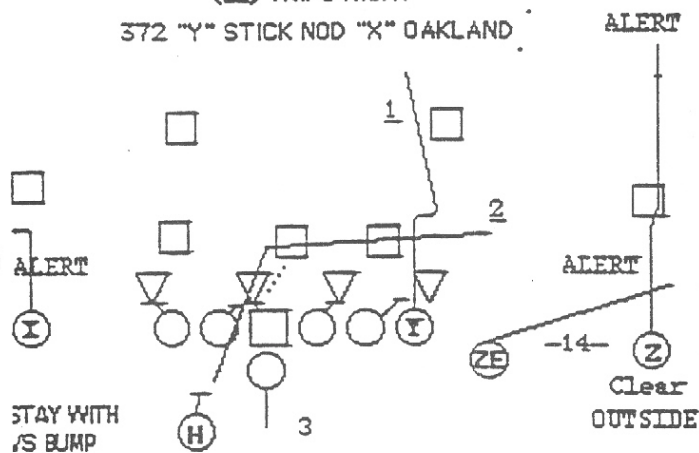
(ZEB) SOUTH RIGHT
72 ZEBRA SHALLOW CROSS

RED ZONE

(T) WEST LEFT "F" RIGHT
373 "Y" STICK NOD "Z" UNDER



(ZE) TRIPS RIGHT
372 "Y" STICK NOD "X" OAKLAND



CHECKDOWN IS
A BURST!

2 MINUTE OFFENSE

1. QB calls FORMATION! "RED RIGHT, RED RIGHT,"
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* "E" Man runs "PUSH"
* Play is "Y/E" Cross FB Fan!
* Play is Flanker Drive HB Burst.. "Z" Split ADJ!

24-25 Oscar
24-25 Demon
24-25 Casper
24-25 Dancer
24-25 Bingo

* Double Square out.. "E" Man middle read
* Double Dig.. "E" man middle read
* Double CB.. "E" man middle read
* Double GO.. "E" man middle read
* "Y/E" Bingo Cross

Fox 2-3 Husky
"JEFF, JEFF"

* Fox 2-3 Run
* QB Sneak

PLAYS FROM "ZEBRA" PERSONNEL:

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200-300 Jet Smoke
200-300 Jet Lion

* alert 358-359

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82-83 Hank

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* Play is 22-23 SCAT HANK

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74-75 Demon
74-75 Casper
96-97 "T"

* Play is Double Square out (ZEB middle read)
* Play is Double Dig (ZEB middle read)
* Play is Double CB (ZEB middle read)
* Play is 96-97 "T"

MINI CAMP SCHEDULE- JUNE 5-7

FRIDAY, JUNE 5th

AM:

| | | |
|--------|-------------|-------------------------------|
| (:25) | 8:15-8:40 | SPECIAL TEAMS MEETING |
| (:5) | 8:40-8:45 | TEAM MEETING |
| (1:15) | 8:45-10:00 | POSITION MEETINGS |
| (:10) | 10:00-10:10 | LEAVE FOR PRACTICE |
| (:5) | 10:10-10:15 | WARM UP (PAT & GO) |
| (:10) | 10:15-10:25 | STRETCH |
| (:12) | 10:25-10:37 | INDIVIDUAL DRILLS |
| (:12) | 10:37-10:49 | INDIVIDUAL/ADJUSTMENTS |
| (:12) | 10:49-11:01 | GROUP INSTALLATION |
| (:10) | 11:01-11:11 | SPECIAL CATEGORY (BASE BLITZ) |
| (:14) | 11:11-11:25 | SPECIAL TEAMS |
| (:10) | 11:25-11:35 | ONE ON ONE/MIDDLE SKELLY |
| (:20) | 11:35-11:55 | SEVEN ON SEVEN |
| (:20) | 11:55-12:15 | TEAM |

LUNCH

PM:

| | | |
|--------|-----------|--------------------------------|
| (1:30) | 1:15-2:45 | POSITION MEETINGS |
| (:10) | 2:45-2:55 | LEAVE FOR PRACTICE |
| (:5) | 2:55-3:00 | WARM UP (PAT & GO) |
| (:10) | 3:00-3:10 | STRETCH |
| (:12) | 3:10-3:22 | INDIVIDUAL |
| (:12) | 3:22-3:34 | INDIVIDUAL/ADJUSTMENTS |
| (:12) | 3:34-3:46 | GROUP INSTALLATION |
| (:10) | 3:46-3:56 | SPECIAL CATEGORY (RZ SEQUENCE) |
| (:5) | 3:56-4:01 | SPECIAL TEAMS |
| (:10) | 4:01-4:11 | ONE ON ONE/9 on 7 NO SAFETIES |
| (:20) | 4:11-4:31 | SEVEN ON SEVEN |
| (:20) | 4:31-4:51 | TEAM |

* CHECK WITH POSITION COACHES REGARDING MEETING AFTER PM PRACTICE

SATURDAY JUNE 6th

AM:

| | | |
|--------|-------------|-------------------------------|
| (:25) | 8:15-8:40 | SPECIAL TEAMS MEETING |
| (:5) | 8:40-8:45 | TEAM MEETING |
| (1:15) | 8:45-10:00 | POSITION MEETINGS |
| (:10) | 10:00-10:10 | LEAVE FOR PRACTICE |
| (:5) | 10:10-10:15 | WARM UP (PAT & GO) |
| (:10) | 10:15-10:25 | STRETCH |
| (:12) | 10:25-10:37 | INDIVIDUAL DRILLS |
| (:12) | 10:37-10:49 | INDIVIDUAL/ADJUSTMENTS |
| (:12) | 10:49-11:01 | GROUP INSTALLATION |
| (:10) | 11:01-11:11 | SPECIAL CATEGORY (BASE BLITZ) |
| (:14) | 11:11-11:25 | SPECIAL TEAMS |
| (:10) | 11:25-11:35 | ONE ON ONE/MIDDLE SKELLY |
| (:20) | 11:35-11:55 | SEVEN ON SEVEN |
| (:20) | 11:55-12:15 | TEAM |

LUNCH

PM:

| | | |
|--------|-----------|--------------------------------------|
| (1:30) | 1:15-2:45 | POSITION MEETINGS |
| (:10) | 2:45-2:55 | LEAVE FOR PRACTICE |
| (:5) | 2:55-3:00 | WARM UP (PAT & GO) |
| (:10) | 3:00-3:10 | STRETCH |
| (:12) | 3:10-3:22 | INDIVIDUAL |
| (:12) | 3:22-3:34 | INDIVIDUAL/ADJUSTMENTS |
| (:12) | 3:34-3:46 | GROUP INSTALLATION |
| (:10) | 3:46-3:56 | SPECIAL CATEGORY (pirate vs Zeb 5x5) |
| (:5) | 3:56-4:01 | SPECIAL TEAMS |
| (:10) | 4:01-4:11 | ONE ON ONE/9 on 7 NO SAFETIES |
| (:20) | 4:11-4:31 | SEVEN ON SEVEN |
| (:20) | 4:31-4:51 | TEAM |

* CHECK WITH POSITION COACHES REGARDING MEETING AFTER PM PRACTICE

SUNDAY, JUNE 7th

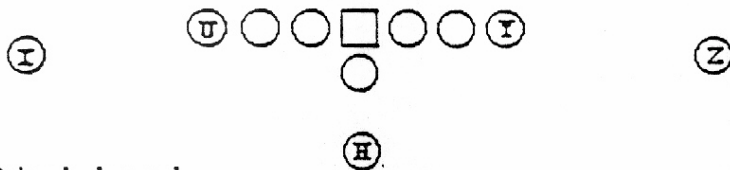
AM:

| | | |
|--------|-------------|--------------------------------|
| (:25) | 8:15-8:40 | SPECIAL TEAMS MEETING |
| (:5) | 8:40-8:45 | TEAM MEETING |
| (1:15) | 8:45-10:00 | POSITION MEETINGS |
| (:10) | 10:00-10:10 | LEAVE FOR PRACTICE |
| (:5) | 10:10-10:15 | WARM UP (PAT & GO) |
| (:10) | 10:15-10:25 | STRETCH |
| (:12) | 10:25-10:37 | INDIVIDUAL DRILLS |
| (:12) | 10:37-10:49 | INDIVIDUAL/ADJUSTMENTS |
| (:12) | 10:49-11:01 | GROUP INSTALLATION |
| (:10) | 11:01-11:11 | SPECIAL CATEGORY (BASE BLITZ) |
| (:14) | 11:11-11:25 | SPECIAL TEAMS |
| (:10) | 11:25-11:35 | ONE ON ONE- 9 on 7 NO SAFETIES |
| (:20) | 11:35-11:55 | SEVEN ON SEVEN |
| (:20) | 11:55-12:15 | TEAM |

LUNCH

MEETING FOLLOWS W/NEW PLAYERS

SOLO RIGHT



PURE Solo Right or Left is a balanced formation to the defense.. It will put the quarterback in a CHECK with ME situation in the running game and the passing game.

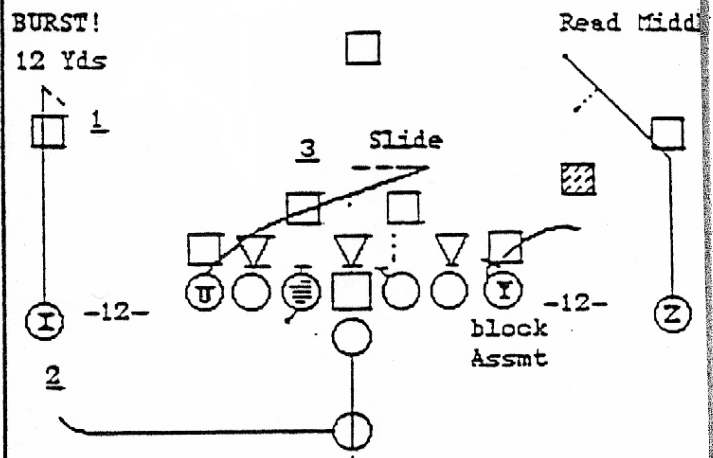
*an otto can occur based on a front or a coverage rotation!

Call the play in the huddle and alert them to a "OTTO" Call..

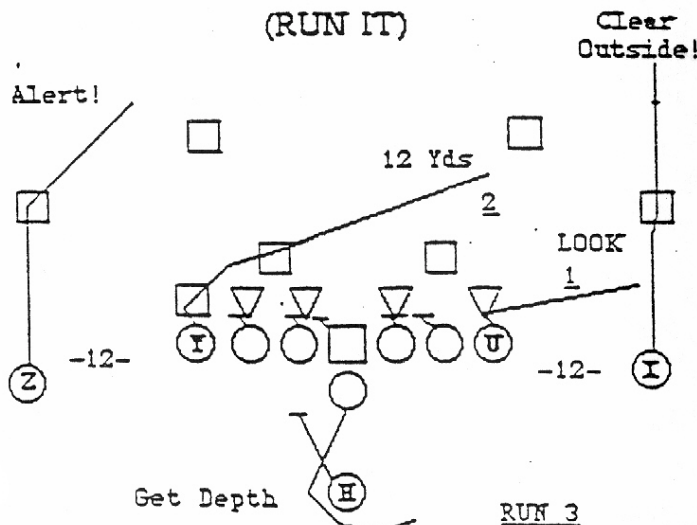
RUNS:

- | | |
|-------------------|--------------------------|
| 1. 66-67 "T" | Find the 3 tech, |
| 2. 96-97 "T" | F/X Short |
| 3. 68-69 Hand-Off | Find 3 tech, |
| | TE alignment if balanced |
| 4. 94-95 | Look for shaded nose.. |
| | Run to bubble |
| | Tighter of 2 shades |

SOLO RIGHT- 22 "Z" IN "BLACK OTTO, BLACK OTTO"



SOLO LEFT- FK 95 NAKED RT (RUN IT)

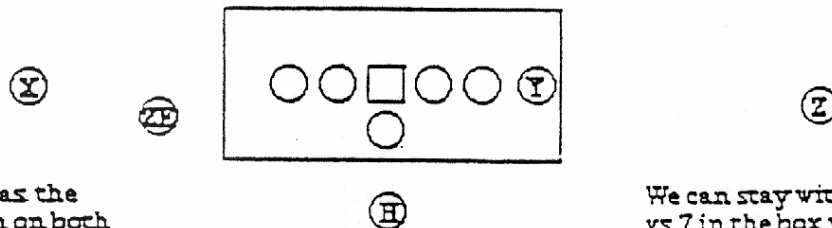


AUDIBLES:

1. 200-300 Jet Smoke
2. 200-300 Jet Hammer
3. 200-300 Jet Oakland
4. 22-23 (play is 22-23 'Z' In)

DOUBLE WING RIGHT

QB: Alert for AUDIBLE!!



THE "BOX" is defined as the imaginary TE position on both sides of the set.. Any weakside or Inside run cannot be run vs SEVEN (7) in the box..

We can stay with strongside runs vs 7 in the box with a possible "F" short as long as there is NOT overloaded front..

RUNS:

1. Nickel 40 Must have 6 in the box..
2. 66 "T" 7 in the box we can run with possible "F" Short as long as it's not a 4 man side..
3. 96 "T"
4. 38 "F"
5. 15 Counter Not for a weakside overload. Can run vs 7 in box though..
6. 94 "Sam" Absolutely not for 7 in box
7. 93 "Willie" Absolutely not for 7 in box.

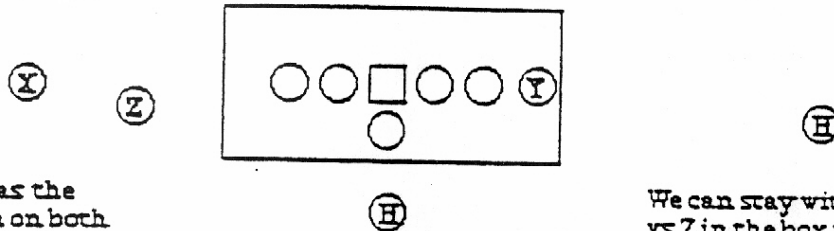
AUDIBLES:

1. 200-300 Jet Hammer
2. 200-300 Jet Smoke
3. 200-300 Jet Oakland
4. 200-300 Jet Lion
5. 82-83 Hank
6. 82-83 Raider
7. 74-75 Oscar, Casper, Demon
8. Q-8 (if slot is on your right)

(ROCK) HARVEY FAR WEST RIGHT SLOT

QB: ALERT FOR AUDIBLE

*could be
"NAP" FW Right Slot



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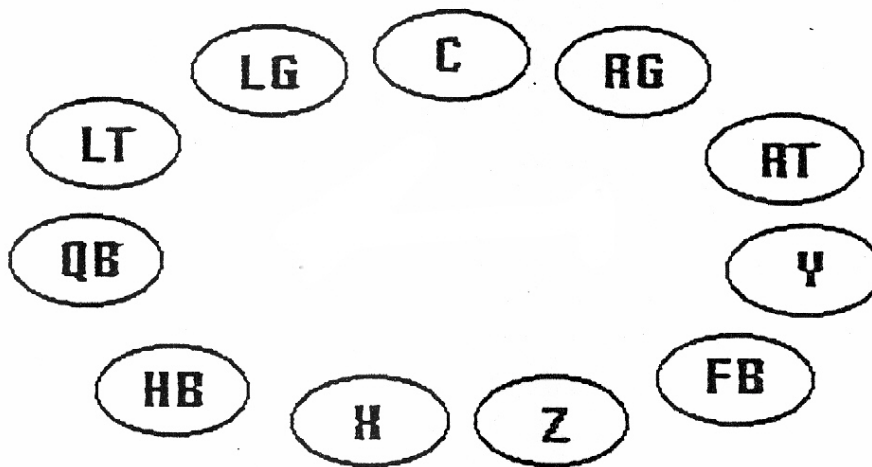
AUDIBLES:

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3. 200-300 Jet Oakland
4. 200-300 Jet Lion
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THE HUDDLE PROCEDURE

THE HUDDLE :

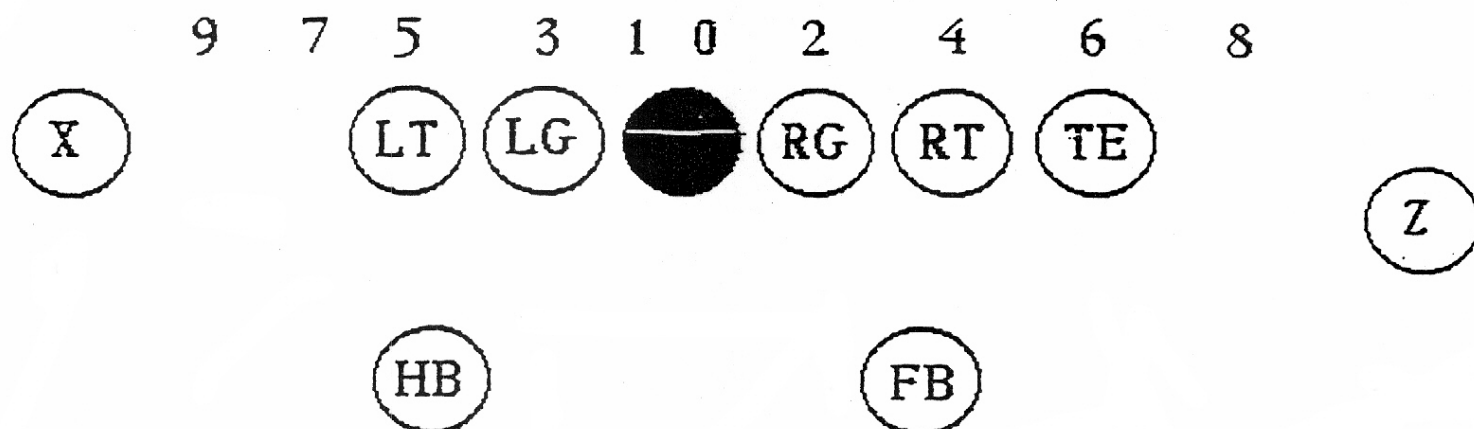
* BALL



FORMING AND BREAKING THE HUDDLE:

1. Center always sets up huddle 5 yards from ball. Set up quickly.
2. Huddle is oval shape with QB's left side facing the line of scrimmage.
3. Line up quickly with hands on knees in position to see and hear the QB.
4. QUARTERBACK has complete control of the huddle.
5. You will receive the following information in the huddle;
 - a) Formation and possible motion
 - b) Play
 - c) Blocking Scheme (run or protection)
 - d) Pass pattern (if a pass)
 - e) Snap count
6. If you do not hear what is said, call "CHECK."
7. "READY-BREAK" is the signal to leave the huddle. Clap hands & linemen will turn to the outside and go QUICKLY to the line of scrimmage.
8. The huddle reflects the attitude of each man and the team.
KEEP it SHARP.
9. QUARTERBACK do not call "READY-BREAK" until the receivers have left

OFFENSIVE FORMATION NUMBERING SYSTEM



*RUNNING BACKS' ALIGNMENT:

Split inside leg of offensive tackles. Heels are at 5 yards..

* LINE SPLITS:

Center /Guard split is 2 feet. Guard/Tackle split is 2 feet..

Tackle/Tight End split is 2-3 feet.

FLANKER AND X ALIGNMENT varies with play called..

IN THE HUDDLE:

THE QUARTERBACK will do all the talking.

THE QUARTERBACK will give the following information in SEGMENTS:

- a) FORMATION (i.e) Red Right, Double Wing Left, Trips Right, (ETC)
- b) FORMATION ADJUSTMENTS (i.e) Close, "Y" Deep, "X", (ETC)
- c) MOTIONS (i.e) "F" Short, "A" Right, "Y" short, (ETC)
- d) PLAY SERIES (i.e) 22, 68, 50, 17 (ETC)
- e) PLAY TERMS (i.e) "Z" In, Raider "Y" Cross, Bounce Solid (ETC)
- f) SNAP COUNT (i.e) On One, No Color, On TWO (ETC)
- g) READY BREAK

HERE's HOW IT SOUNDS:

1. Red Right Slot, "F" Right, 324, Oakland, On ONE, Ready Break
2. Solo Right Slot, "U" Right, 322, "Y" Stick, On ONE, Ready Break
3. Solo Right, "U" Right, 96 Power, On TWO, Ready Break
4. Red Left Slot, "F" Left, Fox 3 Run, On ONE, Ready Break
5. West Right "X", 72, "Z" Seam Post, On NO COLOR, Ready Break

SNAP COUNT

- 1) A simple, color-number, color-number, rhythmic snap count.
- 2) Our live color is "BLACK."
- 3) We don't play with it a lot but you do have plenty of options. Shifts, Motions, Check with me's will make you want to stay with 'ON ONE' thinking..
- 4) All audibles are on ONE.
- 5) Pick a particular sequence out and try and stay within it for rhythm purposes..
- 6) On TWO and on THREE are 'Hard counts.' Have to practice it on your own.. Don't really need a coach.. Voice inflection is key to the great ones..
- 7) "NO COLOR" is our quick count.
- 8) The Snap Count has "4" (FOUR) variations.
 - a) "NO COLOR"
 - b) "ON ONE"
 - c) "ON TWO"
 - d) "ON THREE"

HERE'S HOW IT SOUNDS:

- | | | |
|---|----------------------|---|
| * | On <u>NO COLOR</u> : | -Get hands under, set everyone... "Set-Hut" |
| * | On <u>ONE</u> : | -Blue 85, Blue 85, "Set-Hut" |
| * | On <u>TWO</u> : | -Blue 85, Blue 85, "Set-HUT," Hut (voice inflect first hut) |
| * | On <u>THREE</u> : | -Blue 85, Blue 85, "Set-Hut," "HUT," Hut (voice inflect second hut) |

AUDIBLES:

Audibles exist in the OAKLAND RAIDERS offensive attack for 3 (THREE) reasons:

- a) We see pressure or an unblockable front or blitz due to play selection.
- b) We are in a CHECK WITH ME series and the quarterback sees something better.
- c) We see an opportunity to gain an ADVANTAGE in a weak defender or a weakness in their scheme.

IMPORTANT UNDERSTANDING:

1. All audibles are on "ONE."
2. "OTTO" calls are audibles and they too, are on "ONE."
3. We will have "DUMMY AUDIBLES" that will be discussed at a later date.
4. We can change the play and audible regardless of the count used in the huddle.. It's always ON ONE
5. Philosophy is NOT to audible unless necessary. .
6. Potential audibles must be rehearsed and proper calls and split adjustments must happen with ease.
7. If you check and they check, we have to do the best we can.. Clock won't permit a recheck!
8. Don't split hairs.. Get up and get going.
9. Audible with your hands.. Signal it to wide receivers, set your backs

HERE'S HOW IT SOUNDS:

- | | |
|----------------|---|
| * Huddle call: | Red Right, Fox 2 Run, on TWO |
| * At the line: | "BLACK 324 HAMMER," "BLACK 324 HAMMER," "SET-HUT (all audibles are on ONE) |
| | |
| *Huddle call: | Solo Right, 96 "T", on ONE |
| *At the line: | "BLACK OTTO," "BLACK OTTO," "SET-HUT |
| | |
| *Huddle call: | Double Wing Left, 23 Scat Raider, on NO COLOR |
| *At the line: | "BLACK 300 JET SMOKE," "BLACK 300 JET SMOKE," "SET-HUT |

DUMMY AUDIBLES:

When a quarterback calls a dummy audible he alerts the team in the huddle.. "Listen, here's a dummy audible." He calls the play and the play is LOCKED in for the down.. You can't change it though we make it look like we're trying.. QB uses the same signal mechanics..

EXAMPLE: (in huddle)

"Here's a dummy audible." The play is 24 Double Go.. On One- Ready Break

at the LINE:

"BLACK 24 OSCAR," "BLACK 24 OSCAR," "SET-HUT.. (the play is still 24 double GO)

*Will practice dummy audibles against common opponents who have heard our checks before..

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| | |
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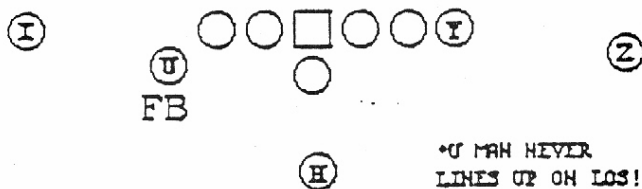
"BLACK 24 OSCAR," "BLACK 24 OSCAR," "SET-HUT.. (the play is still 24 double GO)

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PERSONNEL GROUPINGS

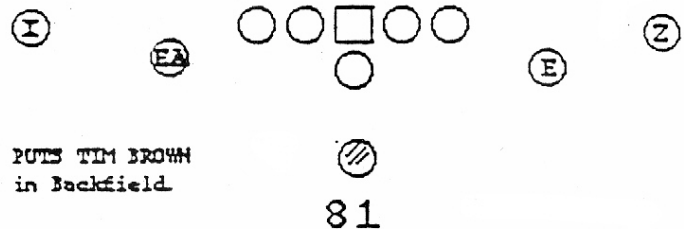
"PATRIOT"

*Really "Regular" personnel but we alert the FB he is operating at the LOS in place of the "U" Man in Tiger



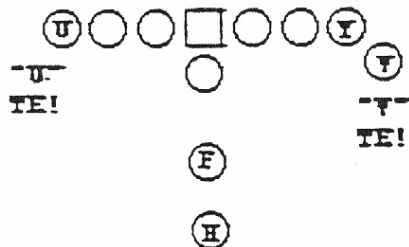
2 RB'S, 2 WR'S, and 1 TE

"IRISH"



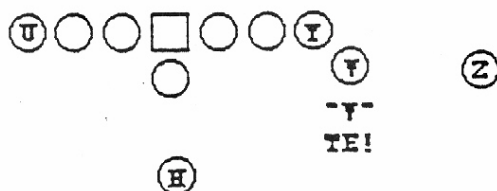
0 RB's, 5 WR's, and 0 TE's

"Y"



2 RB's, 0 WR's, and 3 TE's

"TREY"



1 RB, 1 WR, and 3 TE's

There is a lot of words said in the huddle at times, but we need them.. We have a potful of formations and we want to use them.

- a) get a matchup
- b) get a front
- c) get a coverage or force pattern
- d) Hide our key receiver
- e) Let the QB See
- f) Force defense to adjust. Make 'em react
- g) disguise a basic play

DON'T fight it.. You can always line up in a basic set.. Have fun with it.. Move around. Attack them on every single play.

THE FLANKER: (TIM BROWN)

Your formula is easy.. You ALWAYS go to the call.. Think of it that way..

Red Right (go right)

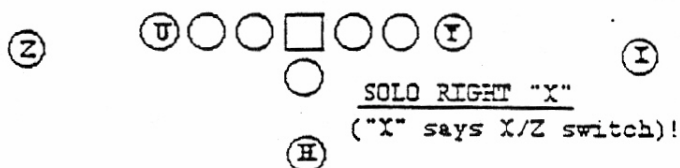
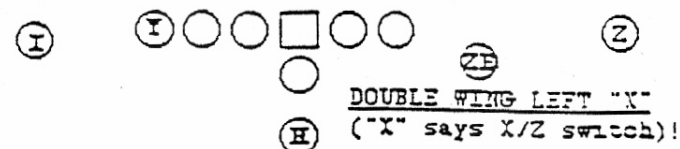
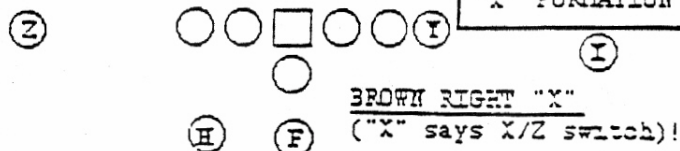
Double Wing Left (Go left)

Trips Right (Go Right)

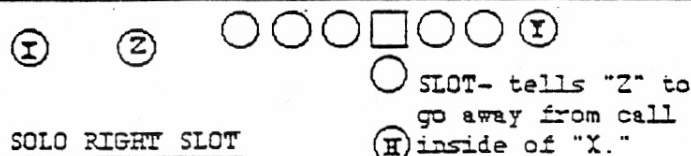
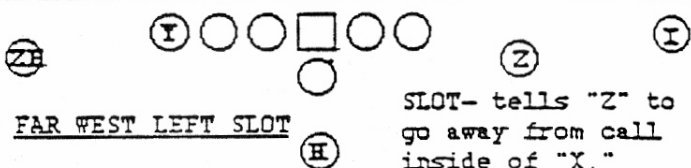
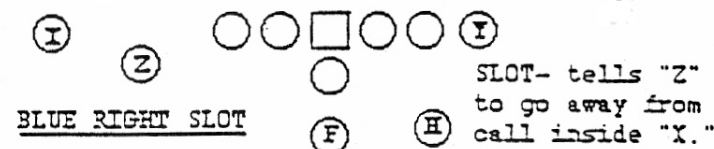
THERE ARE 4 (FOUR) terms that make you go away from the call..

"X"
SLOT
ZOOM
EAST AND WEST in "U" PERSONNEL ONLY

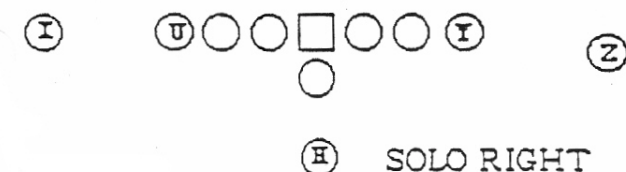
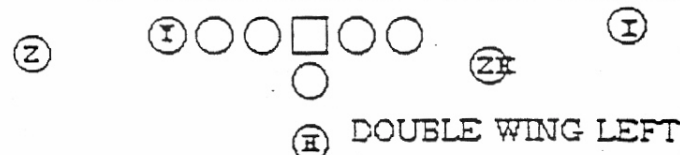
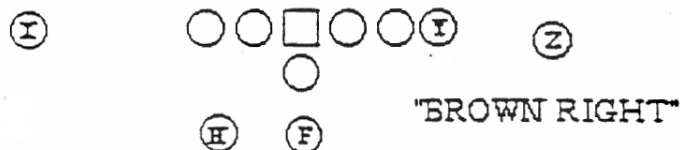
"X" FORMATION



SLOT FORMATION



WE WILL REFER TO YOU AS THE "Z" IN ALL DRAWINGS AND THE FULLBACK IS "F." DON'T BE CONFUSED



FLANKER ALIGNMENTS, CONTINUED:

NOW YOU GOTTA BE HEADS UP AND PAY ATTENTION:

"U" PERSONNEL is 2 TEs, 2 RBs, and 1 wide receiver..

We'll call;

"U" Timmy
"U" Desmond
"U" Olanda

You ALWAYS go to the call in "U" personnel UNLESS you hear EAST or WEST

RED RIGHT "ZOOM"
ZOOM- puts the flanker away from the call outside of "X"

BLUE RIGHT
U PERSONNEL you always go to call unless EAST/WEST!

STRONG LEFT "ZOOM"
ZOOM- puts the flker away from the call and outside of "X"

RED RIGHT
U PERSONNEL you always go to call unless EAST/WEST!

FAR WEST RIGHT "ZOOM"
ZOOM- puts the flker away from the call and outside of "X"

BROWN LEFT
U: GO to the call unless you hear EAST or WEST

(U) PERSONNEL:
BLUE RIGHT EAST
GO away from call (U) personnel when you hear EAST/WEST

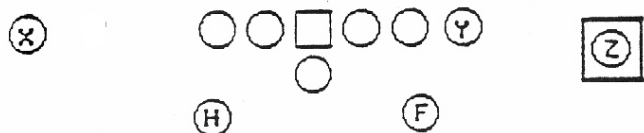
(U) PERSONNEL:
STRONG RIGHT WEST
GO away from call (U) personnel when you hear EAST/WEST

(TIGER) PERSONNEL:
EAST RIGHT
GO TO THE CALL! Tiger is 2 receiver set..

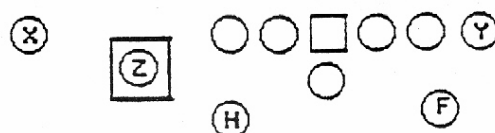
ALWAYS ALIGNS TO
THE CALL!

FLANKER (Z) ALIGNMENTS

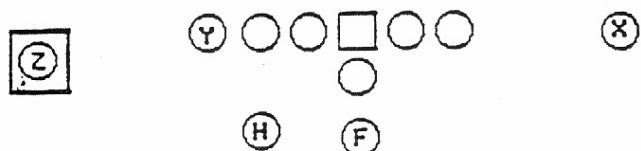
UNLESS ZOOM, SLOT
OR "X" is called.



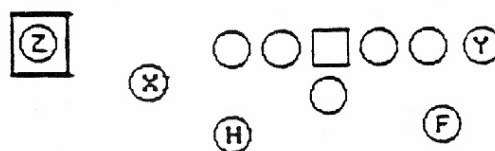
RED RIGHT



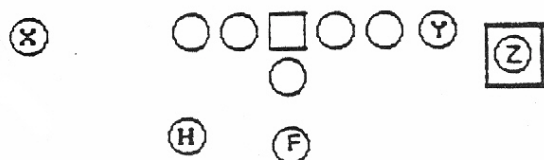
RED RIGHT SLOT



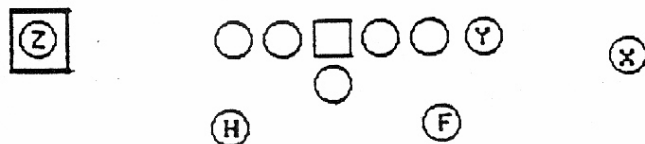
BLUE LEFT



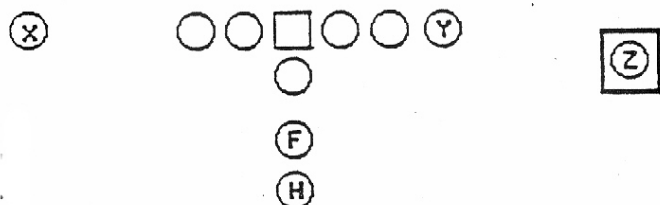
RED RIGHT ZOOM



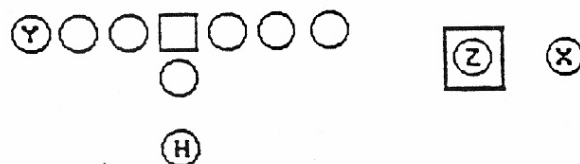
BROWN RIGHT "CLOSE"



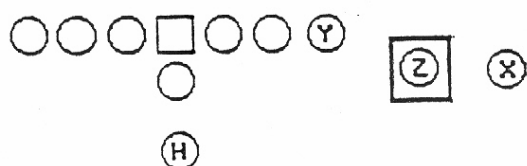
RED RIGHT "X"



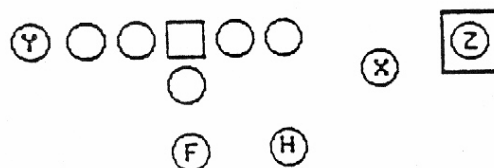
GREEN RIGHT



(T) SOLO LEFT SLOT

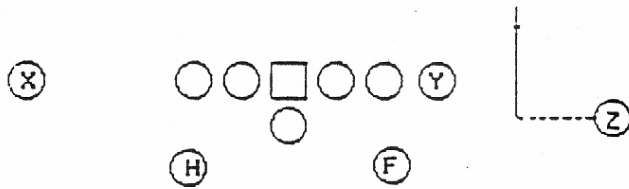


(T) TWIN RIGHT

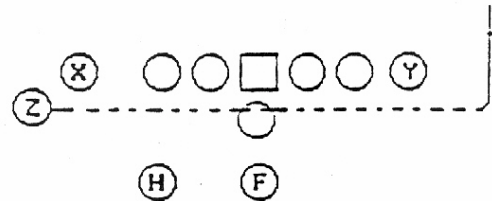


BROWN LEFT ZOOM

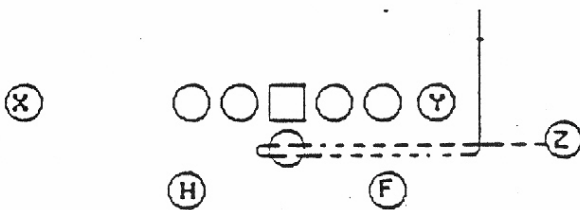
FLANKER (Z) MOTIONS



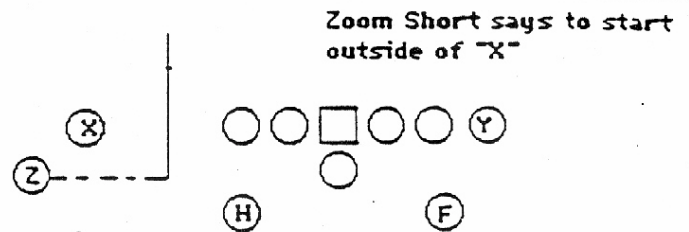
RED RIGHT "F" SHORT



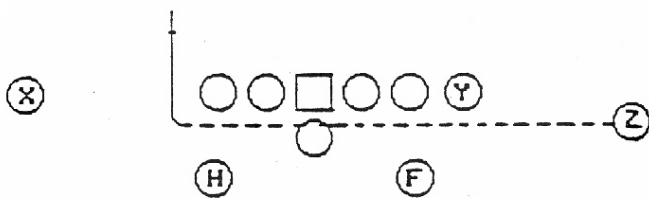
BROWN RIGHT ZOOM RIGHT



RED RT "F" CTR MOTION

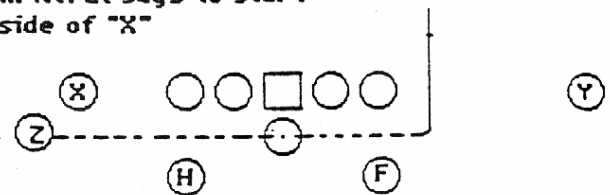


RED RIGHT ZOOM SHORT

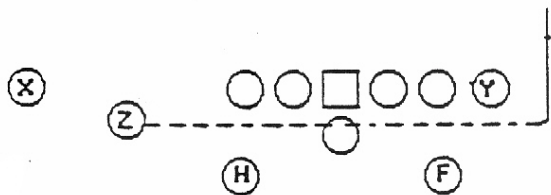


RED RIGHT "F" LEFT

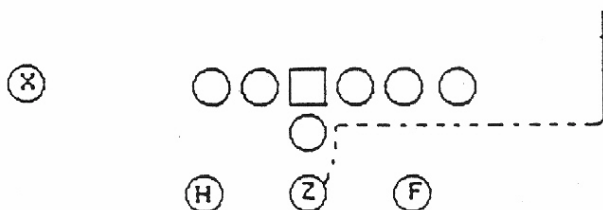
Zoom Rt/Lt says to start outside of "X"



RED RIGHT OPEN ZOOM RIGHT

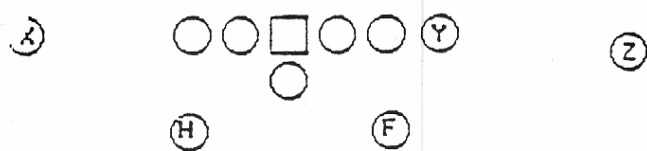


RED RT SLOT "F" RIGHT

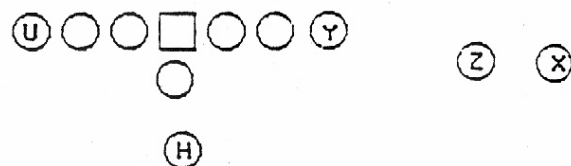


Any time the QB says "Z" Right or Left; "Z" tells the Flanker he is motioning from the vacant spot in the backfield.. Hide your numbers and still take off on the QB's heel.

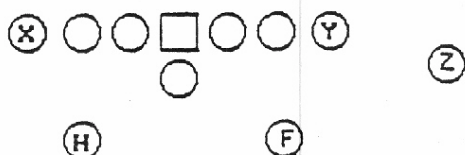
SPLIT-END (X) ALIGNMENTS



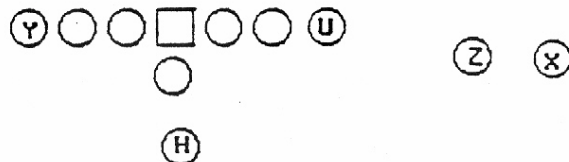
RED RIGHT



(T) TWIN RIGHT

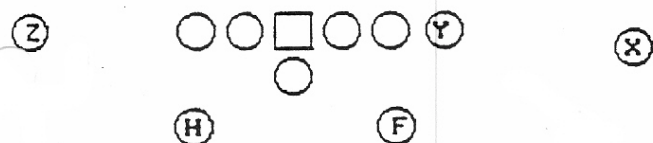


RED RIGHT TIGHT



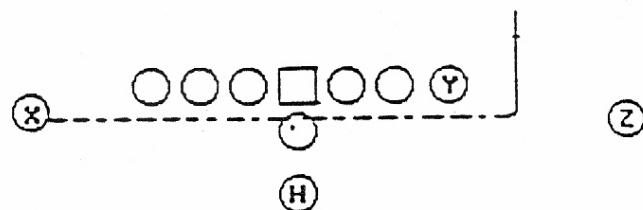
(T) SOLO LEFT SLOT

*BE HEADS UP!

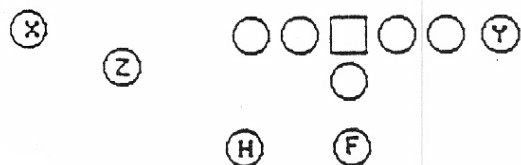


RED RIGHT "X"

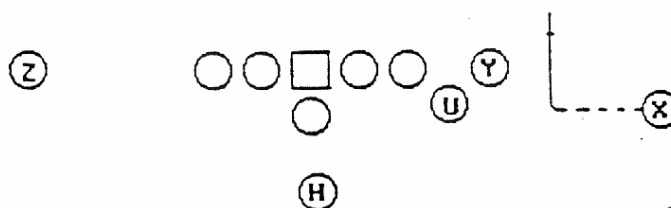
SPLIT END (X) MOTIONS



(T) SOLO RIGHT "X" RIGHT

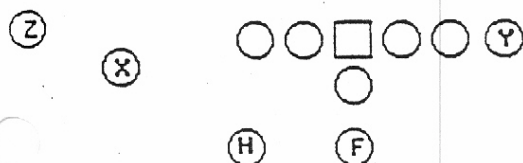


BROWN RIGHT SLOT

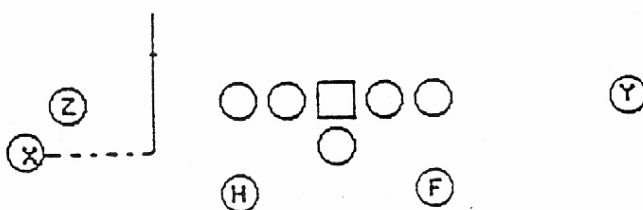


(T) EAST RIGHT "X" "X" SHORT

*BE HEADS UP!



BROWN RIGHT ZOOM

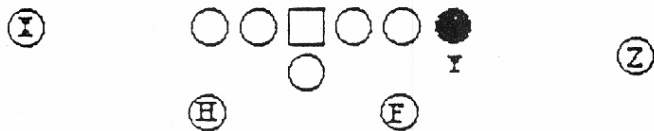


RED RIGHT SLOT OPEN "X" SHORT

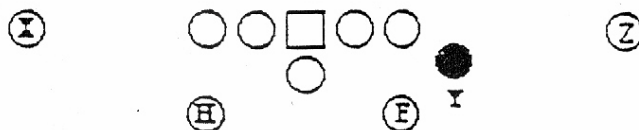
THE "Y" ALWAYS GOES
TO THE CALL UNLESS HE HEARS
"Y" MOTION!

TIGHT END (Y) BASIC ALIGNMENTS

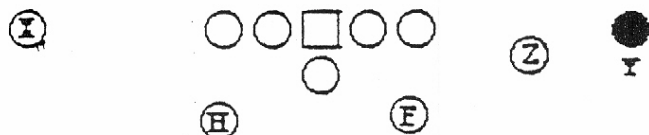
• THE "I" MAN in "I"
PERSONNEL HAS THE SAME
ALIGNMENTS... HE REPLACES "Y"



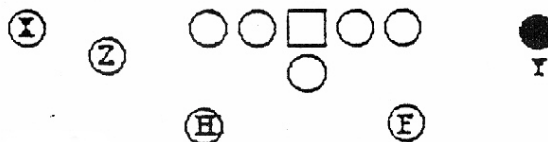
RED RIGHT



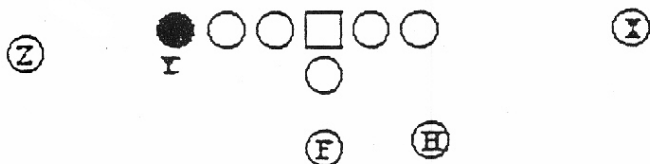
RED RIGHT "Y" DEEP



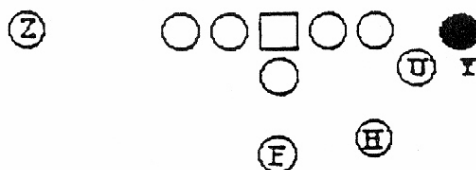
RED RIGHT OPEN



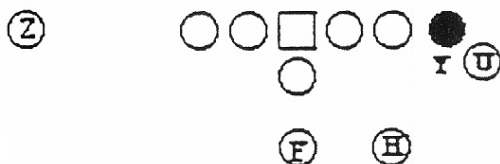
RED RIGHT SLOT OPEN



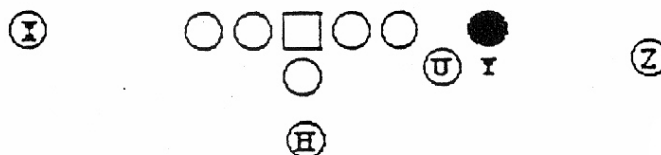
BROWN LEFT



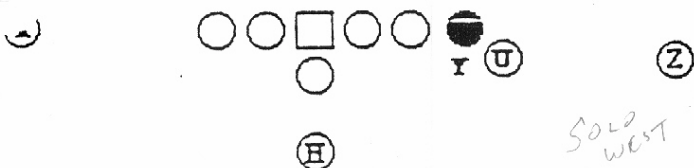
(U) BLUE RIGHT EAST



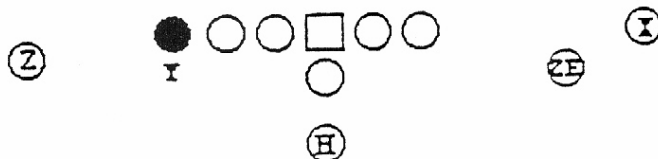
(U) BLUE RIGHT WEST



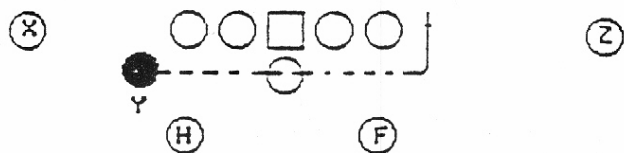
(T) EAST RIGHT



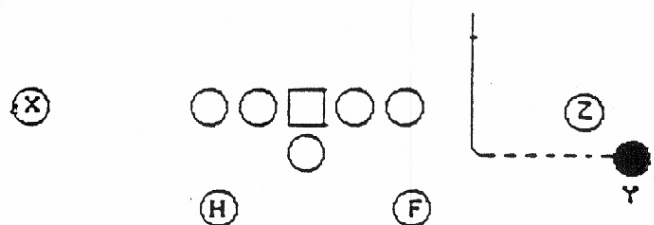
Solo
West



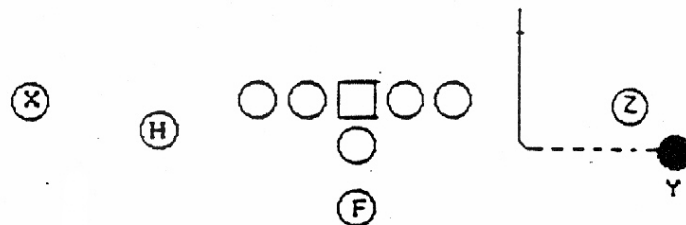
TE (Y) MOTIONS



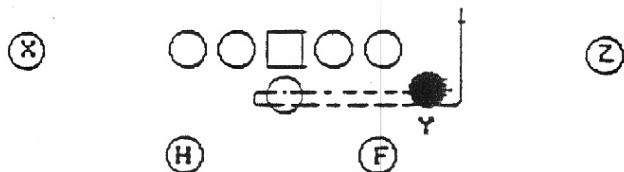
RED RIGHT "Y" MOTION



RED RIGHT "Y" SHORT

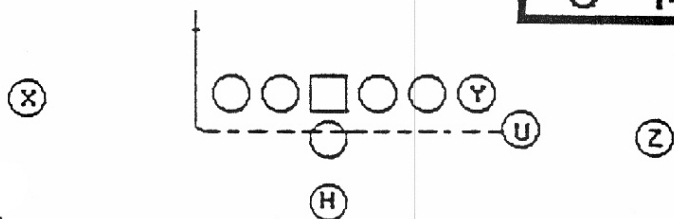


DOUBLE WING RIGHT "Y" SHORT

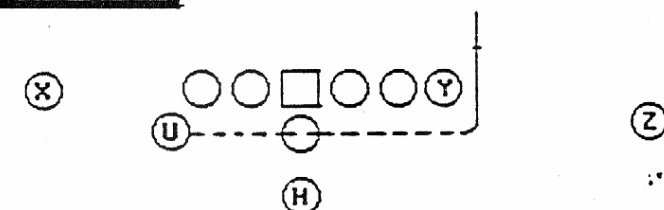


RED RT "Y" CTR MOTION

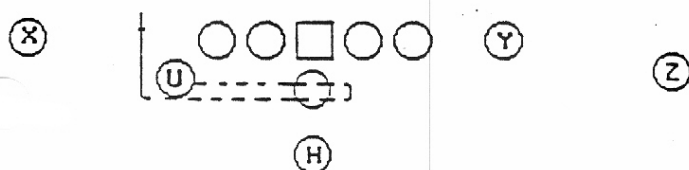
"U" MOTIONS



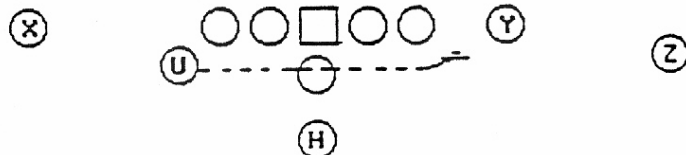
(T) SOLO RT "U" MOTION





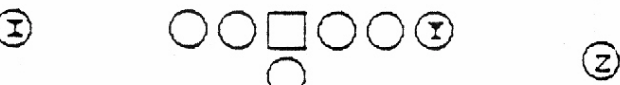
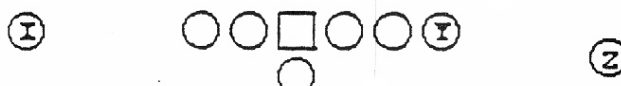
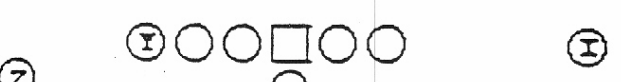
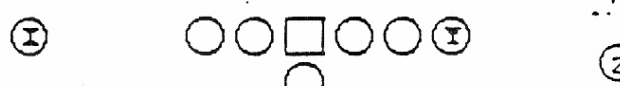

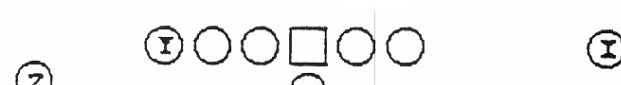
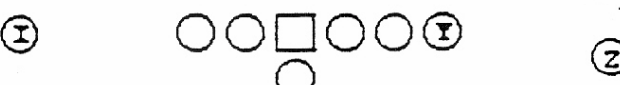


(T) SOLO RT "U" RIGHT



(T) SOLO RT "U" CTR MOT.



(T) EAST RIGHT "U" MOT

| 1. GREEN | | BACKFIELD SETS | | 4. RED | |
|---|--|--|--|--|--|
|  | |  | |  | |
| GREEN RIGHT | | ALL BACKFIELD SETS ARE COLORS EXCEPT WEAK AND STRONG | | RED RIGHT | |
| (F) (H) | | | | *CHANGE SWITCHES BACKS! | |
| 2. WEAK | | | | 5. BROWN | |
|  | |  | |  | |
| WEAK RIGHT | | | | BROWN RIGHT | |
| (F) (H) | | | | (H) (F) | |
| 3. STRONG | | | | 6. BLUE | |
|  | |  | |  | |
| STRONG RIGHT | | | | BLUE RIGHT | |
| (F) (H) | | | | (F) (H) | |
|  | |  | | | |
| | | | | BLUE LEFT | |
| | | | | (H) (F) | |

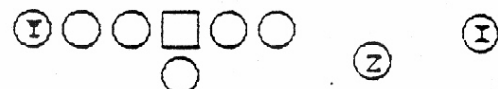
BACKFIELD MOTIONS



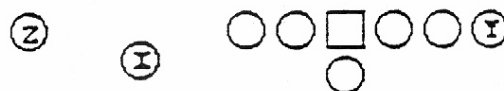
BACK BEHIND
AND TO THE LEFT
IS THE "A" BACK

BACK BEHIND
QB IS THE
"B" BACK

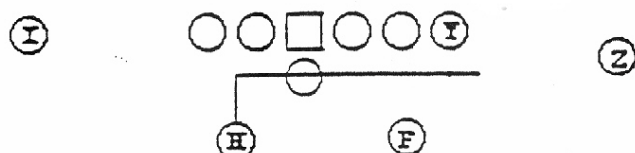
BACK BEHIND
AND TO THE
RIGHT IS "C"



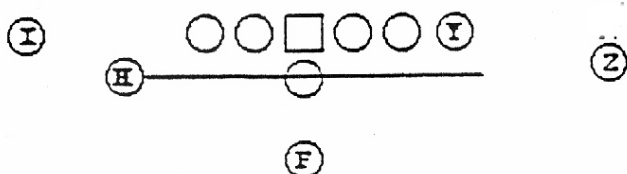
BROWN LEFT SLOT "C" LEFT



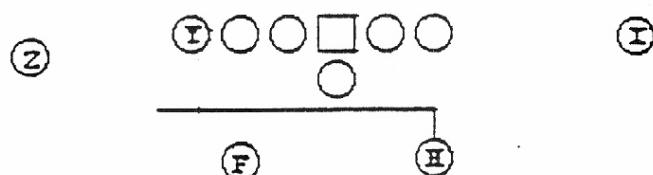
BROWN RIGHT "ZOOM" "A" RIGHT



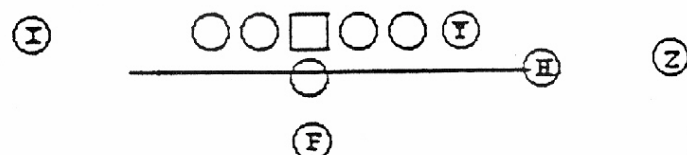
RED RIGHT "A" RIGHT



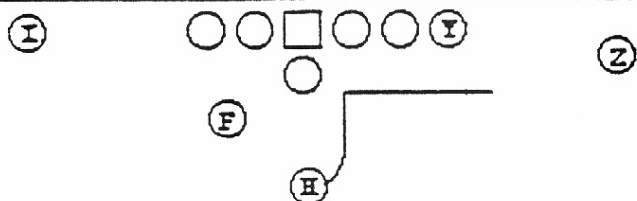
DOUBLE WING RIGHT HB RIGHT



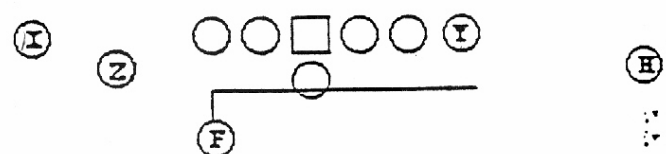
RED LEFT "C" LEFT



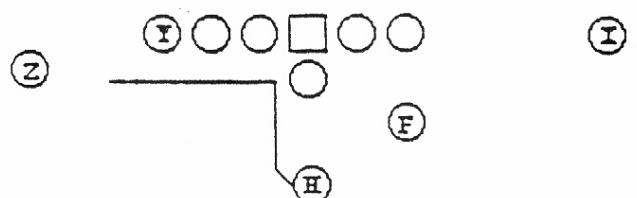
TRIPS RIGHT HB LEFT



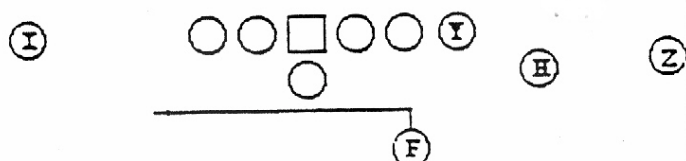
WEAK RIGHT "B" RIGHT



HB FAR WEST RT SLOT "A" RIGHT



WEAK LEFT "B" LEFT



TRIPS RIGHT "C" LEFT

STRONGSIDE TERMS:

* The HB can align in 5 different strongside locations with the FB being the remaining back.

* The "U" man replaces the FB in "TIGER" personnel and he can assume the same 5 strongside alignments with the HB as the remaining back

* The Zebra man replaces the FB in "ZEBRA" personnel and he can assume the same 5 strongside alignments with the HB being the remaining back..

* UNDERSTAND that the HB, ZEBRA, and "U" man are essentially the same man when they hear the following terms;

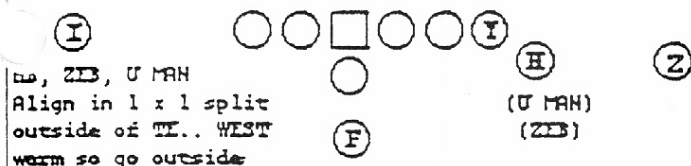
(REG) HB West Right

(ZEB) West Right

(TIG) West Right (also patriot)

1. WEST

- a) West Right Slot
- b) West Right Zoom
- c) West Right Slot "T" Right
- d) West Right "T" Left
- e) (T) Move to West Right



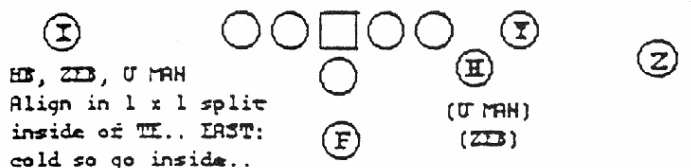
(REG) HB East Right

(ZEB) East Right

(TIG) East Right (*also patriot)

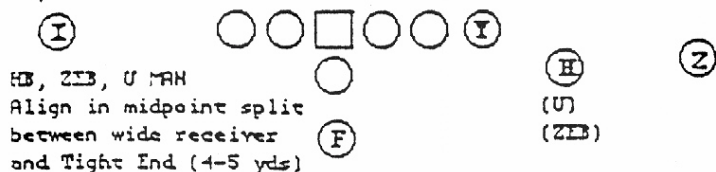
2. EAST

- a) East Right Slot
- b) East Right Zoom
- c) East Right "X"
- d) East Right "U" Counter Motion
- e) East Right Slot "U" Counter Motion

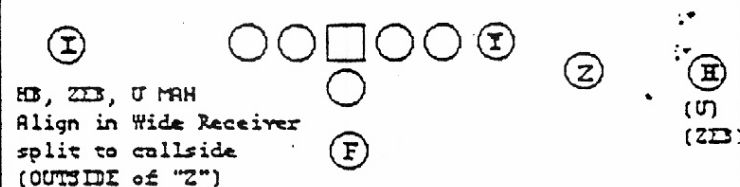


3. TRIPS

- a) Trips Rt "X"
- b) Trips Rt HB Lt

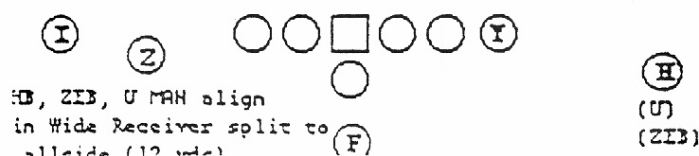


5. FAR TRIPS RIGHT



4. FAR WEST RT SLOT

- a) Far West Right Slot "T" Right
- b) Far West Right Zoom
- c) Far West Right Slot "X" Right
- d) Far West Right Slot "A" Right



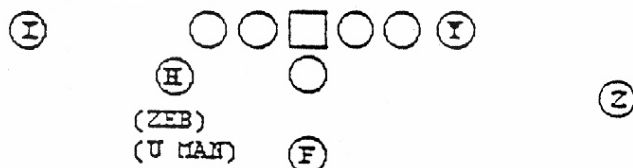
WEAKSIDE TERMS:

The HB can align in 5 different weakside locations with the FB being the remaining back.

* The "U" Man replaces the HB in "TIGER" personnel and he can assume the same 5 weakside alignments with the HB as the remaining back.

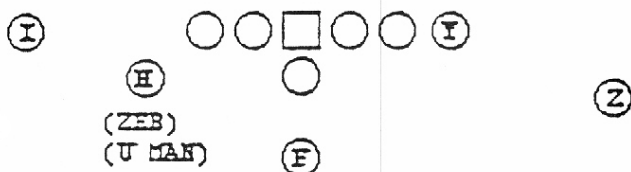
* The "ZEBRA" man replaces the FB in "ZEBRA" personnel and he can assume the same 5 weakside alignments with the HB being the remaining back

3. DOUBLE WING RIGHT LURK



* DOUBLE WING RIGHT "LURK" puts the HB/ZEB/U MAN in a split ONE yard deep and ONE yard outside the OT on the weakside.. He lurks in a position where the defense doesn't know if he's a protector or a free release man.. RARELY used..

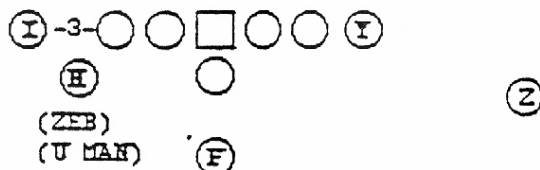
1. DOUBLE WING RIGHT



*DOUBLE WING PUTS HB/ZEB/U UMAN in a midpoint split on the weakside between OT and WR..

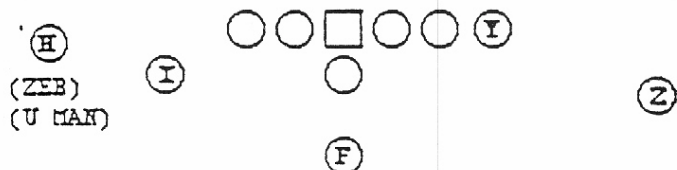
- a) Double Wing Right "X"
- b) Double Wing Right "HB Right"
- c) Double Wing Right "F" Short

4. NORTH RIGHT



*NORTH is an automatic tight SLOT on the weakside.. We rarely use it.. X is automatically in a 3 yard split and the HB/ZEB/U Man lines up inside of him.. It's a weakside version of "EAST." Cold in north so go inside

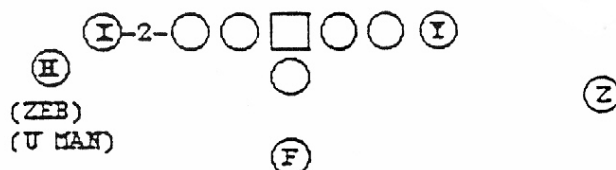
2. FAR DOUBLE WING RIGHT



*FAR DOUBLE WING PUTS HB/ZEB/U MAN in a "FAR" split outside of a WR at a location on or outside the #s.

- a) Far Double Wing Right "X" Right
- b) Far Double Wing Right "A" Right
- c) Far Double Wing Right "F" Left

5. SOUTH RIGHT



*SOUTH is an automatic tight SLOT on the weakside.. We use it at times in nickel. X is automatically in a tight split between 2-3 yards and the HB/ZEB/U Man lines up outside 1-2 yds.. Warm in the south so go outside..

SHIFTS:

Shifting can create an advantage for us. It must be rehearsed and it must be clean. We like to shift a TE, both TE's, or shift all 5 eligible receivers together. We like to shift the TE from right to left, left to right, outside a receiver, from the backfield to the line of scrimmage or back into the backfield. We want our TE (Y) to align in a variety of alignments..

TO SHIFT PROPERLY WE MUST CONSIDER THE FOLLOWING:

- a) Hustle in and out of the huddle.. We need time for QB to see front & coverage adjustments
- b) Always signal to playside receiver to side of shift to get off the ball! Must communicate.
- c) When you shift move at a BRISK tempo!
- d) If we're late with a play and it asks for a shift, QB scratch it and call it from final set!
 - (EX- y shift to Right Right Open "F" left - 20 "Z" Spot
 - (no time for shift then call: Red Right Open, "F" Left - 20 "Z" Spot

HERE ARE "Y's" SHIFT OPTIONS:

- | | |
|--------------------------------|---|
| a) "Y" Shift to Red Right | (start left, shift to right, hand signal "Z" to get off) |
| b) "Y" Shift to Brown Left | (start right, shift to left, hand signal "Z" to get off) |
| c) "Y" Zap to Red Right | (start behind QB in 3 pt stance, hide #'s, hand signal "Z" to get of |
| d) "Y" Zap to Red Left | (start behind QB in 3 pt stance, hide #'s, hand signal "Z" to get of |
| e) "Y" Shift to Red Right Open | (start as TE on right, shift outside "Z" to your right to normal split) |
| f) "Y" Shift to Red Left Open | (start as TE on left, shift outside "Z" to your left to normal split) |
| g) "MOVE TO" West Right | (start on left and shift over to your right with the "U" man) |
| h) "MOVE TO" West Left | (start on right and shift over to your right with the "U" man) |
| i) "STEM TO" Flex Right | (start on right side and you and the "U" stem outside to normal spl |
| j) "STEM TO" Flex Left | (start on left side and you and the "U" stem outside to normal split) |
| k) "SHIFT TO" Red Right | (start in pre-set SHIFT TO alignment and explode to formation cal |
| l) "SHIFT TO" West Left Slot | (start in pre-set SHIFT TO alignment and explode to formation cal |

HERE ARE "U" MAN's SHIFT OPTIONS

- | | |
|--------------------------|---|
| a) "U" Zap to West Right | (start behind QB in 3 point stance, shift to west set on your right) |
| b) "U" Zap to Solo Left | (start behind QB in 3 point stance, shift to TE position to your right) |
| c) "MOVE TO" West Right | (start in west set on left, shift to west right with "Y" TE) |
| d) "STEM TO" Flex Right | (start in Solo Right and you shift outside your WR to normal split) |

*any time we call "EAST" in the huddle it is AUTOMATIC that we start in WEST.. Shift together quickly to EAST set..

SHIFT PACKAGE FOR RUNNING BACKS:

1. We want our backs to shift on every play when they are in a 2 (TWO) back set.
2. Never shift in the 2 (TWO) minute drill or if the snap count says "NO COLOR."
3. Make the defense think FIRST SOUND by getting SET!
4. Never shift in a single back set to start off unless we do by GAMEPLAN.
5. Begin shift when you hear the first thing out of the QB's mouth..
6. Never shift if TIME is running down.. Have a feel for the game!!
7. START in GREEN every time!
8. Shift ONE time and ONE time only!
9. If we call a play from "GREEN" formation, there obviously is no shift..
10. If we call a play from a single back set with 2 (TWO) backs in the game there will be no shift.. (EX.. Trips Right "X", Harvey Far west Right Slot)
11. If we have a motion by a receiver or a back, shift, get set for one full count, then initiate the motion.. (EX.. Brown Right "A" Right - HB Shift, set, then motion)..
12. Shift together and look sharp..

1998 RAIDERS OFFENSE ORIENTATION

START FROM SCRATCH WHEN LEARNING IT. DON'T TRY TO COMPARE IT TO ANY OTHER. IT GETS TOO HARD. MEMORIZATION IS THE KEY. UNDERSTANDING THE CONCEPTS BEHIND OUR BASIC RUN AND PASS SCHEMES IS ESSENTIAL.

WE CALL PLAYS IN THE FOLLOWING SERIES:

A) TEENS: ALL RUNS. AN OFF SET BACK IS GOING TO GET THE BALL GOING ACROSS THE BALL. GENERALLY FROM RED (SPLIT BACKS), BLUE (NEAR BACKS), OR BROWN (FAR BACKS) FROM A 5 YARD DEPTH. (FOR EXAMPLE: 16 POWER, 18 BOB, 19 "W".)

B) 20'S: ALL PASSES WITH SPLIT FLOW PROTECTION.

20-21 - HB RELEASE WK, WK GUARD DOUBLE READ, FB PROTECTS STR. (6 MAN PRO)

320-321 - HB RELEASE WK, WK GUARD DOUBLE READ, FB PROTECTS STR. (6 MAN PRO)

22-23 - FB RELEASE STR, STR GUARD DOUBLE READ, HB PROTECTS WK. (6 MAN PRO)

322-323 - FB RELEASE WK, STR GUARD DBL READ, HB PROTECTS WK. (6 MAN PRO)

24-25 - SOLID PRO, NO HOTS, BOTH BACKS PROTECT, (7 MAN PRO).

324-325 - SOLID 7 MAN PROTECTION, AGGRESSIVE TECH FOR 3 STEP THROWS.

24-25 BINGO - SOLID 7 MAN PRO, BACK AND UNCOVERED GUARD SWITCH.

28-29 - MAXIMUM PROTECTION FOR STRONGSIDE OVERLOAD. TE BLOCKS. (8 MAN PRO)

* COULD CALL "SCAT" AFTER 20-21, 22-23, OR 322-323 TO FREE RELEASE THE BLOCKING BACK. DOUBLE READ ON BOTH SIDES. GIVES US A TRUE 5 MAN PROTECTION.

EX: 322 SCAT "Y" STICK, 23 SCAT RAIDER, ETC.

C) 30'S: ALL RUNS. THIS IS OUR TRAP AND TOSS SERIES FROM A 5 YARD DEPTH. AND USUALLY FROM AN OFF SET POSITION. TRAPS, PULLS, TOSSES, ...

D) 40'S: ALL RUNS. THIS IS OUR DRAW SERIES. REALLY ABOUT 4-5 PLAYS: FB 40-41, NICKEL 40-41, EAGLE 40-41, HB 42-43 LAG ... THE QB FRONTS OUT ON ALL DRAWS.

E) 50'S: ALL PASSES (SLIDE PROTECTION). FB DOUBLE READS, AND HB FREE RELEASES. THESE TWO BACK SLIDE PROTECTIONS NORMALLY FROM SPLIT BACKS.
50-51: WE WILL SUBSTITUTE THIS FOR 20-21 PROTECTION VS TEAMS WITH A FORCE AT THE WEAK SIDE LINE BACKER ("WILL"). TE IS HOT. 6 MAN PROTECTION.
58-59: 7 MAN SLIDE PROTECTION WITH TE AND FB PROTECTING STRONG. WE ARE GAP SECURE FOR ANY STUNT DOGS . . . GREAT FIRE ZONE PROTECTION.

F) 60'S: ALL RUNS. THE BALL CARRIER IS BEHIND THE QB AT A 5 YARD DEPTH. (I.E., 62-63, 66" T"-67 "T", 68 HAND OFF-69 HAND OFF.)

G) 70'S: ALL PASSES. CAN BE ONE BACK OR TWO BACK PROTECTION; BACK(S) FLOW WEAK.

70-71: BACKS SCAT WEAK, TE IS SOLID, WK GUARD DBL READS, FB IS HOT (6 MAN PRO).

70-71 SWAP: BACKS SCAT WEAK, TE (OFF LOS) AND STR GUARD SWITCH (6 MAN).

72-73: HB SCAT WK, FB PROTECTS WK, STR GUARD DBL READS, TE IS HOT (6 MAN PRO).

72-73 BURST: SAME EXCEPT FB AND WK OG SWITCH, AND FB "BURSTS" STR (6 MAN).

74-75: HB SCAT WK, FB PROTECTS WK, TE IS SOLID, (7 MAN PRO).

74-75 BAG: HB SCAT WK, FB & WK GUARD SWITCH, TE IS SOLID (7 MAN PRO).

74-75 SWAP: HB SCAT WK, FB PROTECTS WK, TE (OFF LOS) & STR GUARD SWITCH.

78-79: BACKS PROTECT WK-BROWN SET, TE PROTECTS STR (8 MAN PRO). FOR FS BLITZ.

* CAN ADD (3) TO CHANGE TO QB DROP TO 3 STEPS AND UTILIZE AGGRESSIVE TECHNIQUE WHILE KEEPING ASSIGNMENTS THE SAME. (I.E., 370-371, 372-373, 374-375.)

* ALSO, WE CAN ADD "SCAT" TO 72-73 TO GIVE US A TRUE FIVE MAN PROTECTION.
"72 SCAT HANK".

H) 80'S: OPEN: THIS SERIES IS SELDOM USED: ONLY FOR SPECIAL PLAYS.

I) 90'S: ALL RUNS. GENERALLY BOTH BACKS WILL MOVE IN THE SAME DIRECTION, WITH THE BALL CARRIER AT 7 YARDS DIRECTLY BEHIND THE QUARTERBACK. A BROAD HIGHLY USED CATEGORY.

*90-91 "O"

*92-93 WEAK

*94-95

*96-97 POWER

2-3 JET PROTECTION: THIS IS OUR #1 PASS PROTECTION. THIS IS A SIX MAN SLIDE PROTECTION--THE QB CAN CHANGE 2 JET TO 3 JET (AND VICE VERSA) WITHOUT MAKING AN AUDIBLE-- IF THE BACK'S CHECKDOWN IS A THRU ... ALERT FOR "TOM" CALLS.

PLAY PASSES

FOX 2 PROTECTION: 7 MAN SLIDE PROTECTION FAKING FOX 2 RUN; FB HAS ILB HB HAS OLB. CONSIDER IT--PASS FB AT 2-- AGGRESSIVE TECHNIQUE. CAN DO IT FROM BROWN OR BLUE- OR FROM GREEN VS ZONE BLITZING TEAMS TO BETTER SITUATE OUR BACKS.

H2-H3 PROTECTION: 7 MAN SLIDE PROTECTION FAKING H2-H3 RUN. FB HAS OLB, TAILBACK HAS ILB. CONSIDER IT--PASS HB AT 2. LIKE THIS PROTECTION FOR DEEPER 7 STEP TYPE THROWS FOR MAXIMUM PROTECTION.

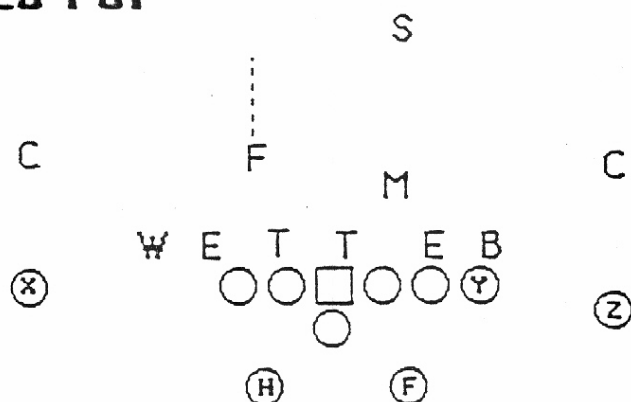
FIRE 2-FIRE 3 PROTECTION: 6 MAN SLIDE PROTECTION FROM A STRONG SET. FAKING BACK HAS DOUBLE READ; FB AND TE ARE HOT. FAKING BACK MUST BE READY TO ABORT THE FAKE VS BLITZ.

DEFENSIVE

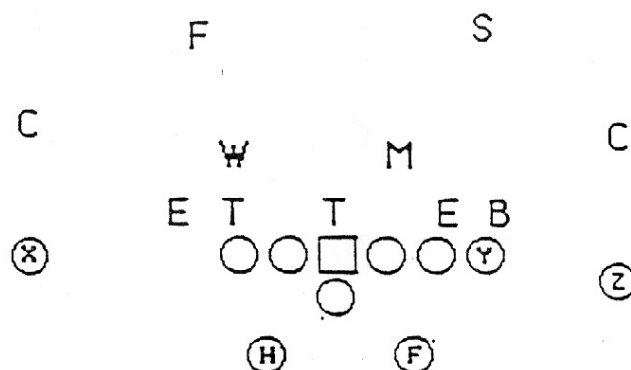
FRONT

RECOGNITION

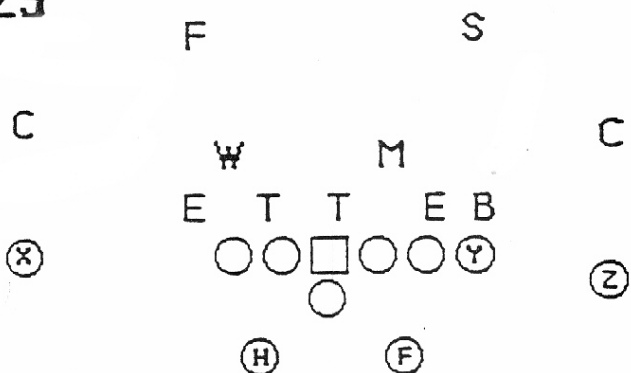
20 FUP



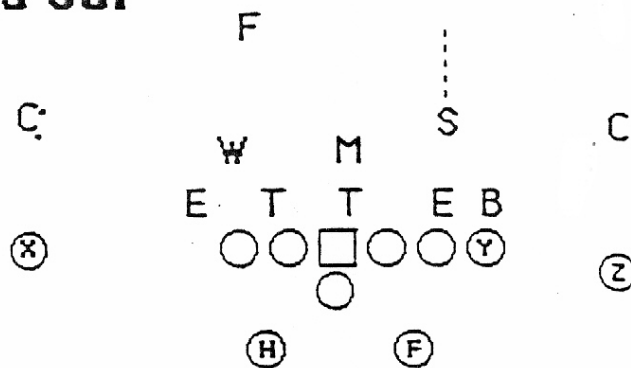
23



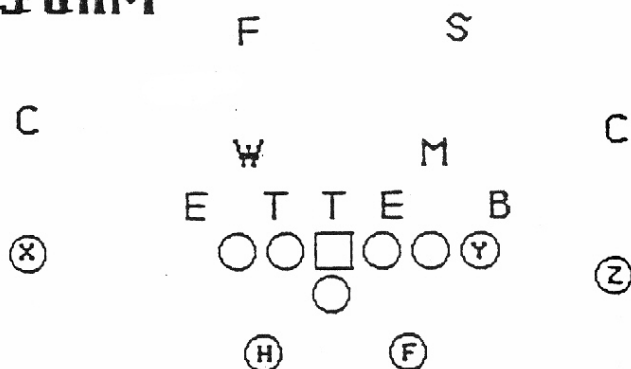
25



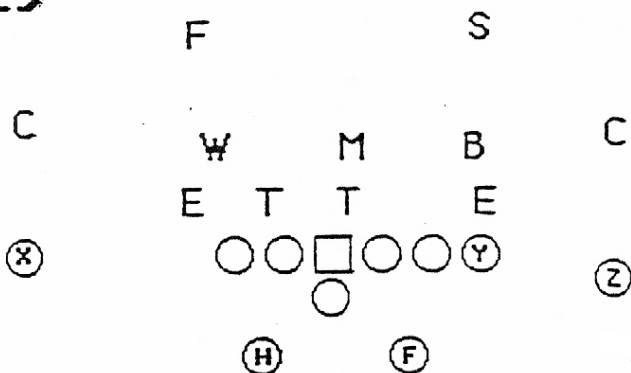
25 SUP



25 JAM



29



20 PERSONNEL: 4 DL, 3 LB'S, 4 DB'S

B = BUCK = STRONG SIDE LB.

M = MIKE = MIDDLE LB.

W = WILL = WEAK SIDE LB.

2ND DIGIT DENOTES STRONG
OR WEAK REDUCTION.

20 = UNDER FRONT, W ON LOS.

20 FUP = UNDER FRONT, W ON LOS, FS IN BOX.

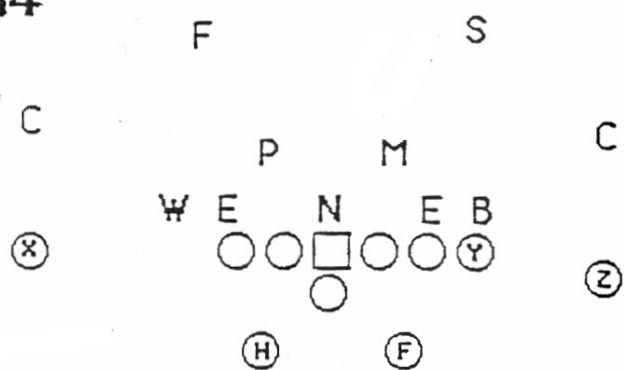
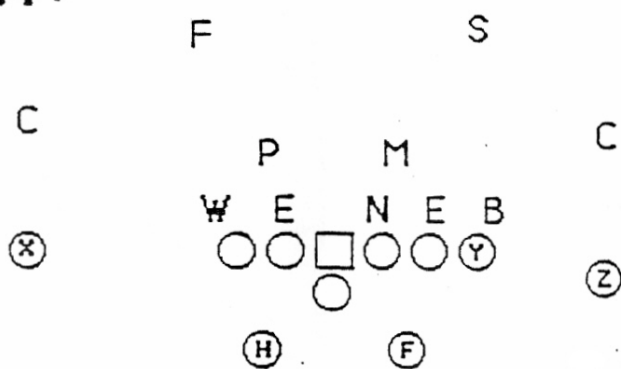
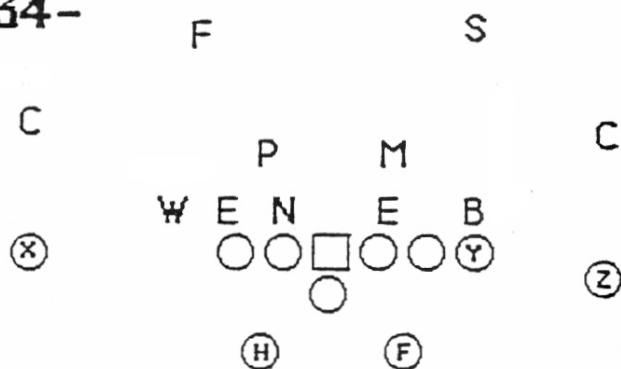
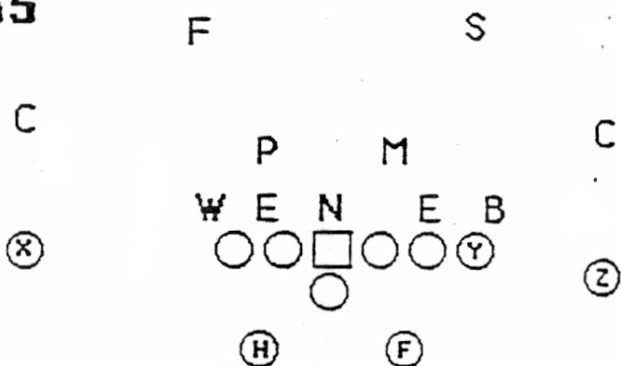
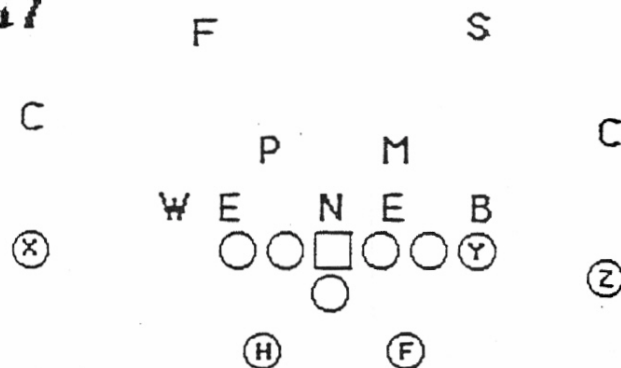
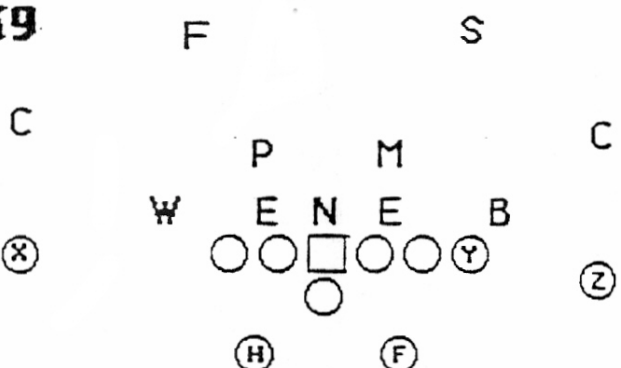
25 = UNDER FRONT, WEAK REDUCTION.

25 SUP = WEAK REDUCTION, STRONG SAFETY IN THE BOX.

25 JAM = WEAK AND STRONG REDUCTION.

29 = WEAK REDUCTION, LB'S BOSSED STRONG.

23 = 3-4 ALIGNMENT WITH BUCK ON LOS.

34**34+****34-****35****37****39**

30 PERSONNEL: 3 DL, 4 LB'S, 4 DB'S

B = BUCK = STRONG SIDE OLB.

M = MIKE = STRONG SIDE ILB.

P = PLUG = WEAK SIDE ILB.

W = WILL = WEAK SIDE OLB.

2ND DIGIT DENOTES STRONG
OR WEAK REDUCTION.

34 = BALANCED 3-4.

34+ = NOSE TACKLE AND WEAKSIDE END SLIDE STRONG.

34- = NOSE TACKLE AND STRONGSIDE END SLIDE WEAK.

35 = WEAK SIDE REDUCTION.

37 = STRONG SIDE REDUCTION.

39 = WEAK AND STRONG REDUCTION.

43

F

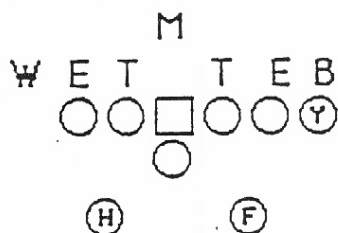
S

C

C

(X)

(Z)



44

F

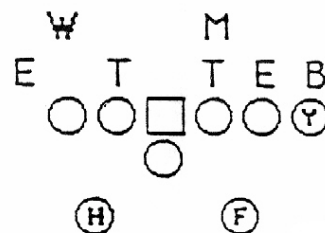
S

C

C

(X)

(Z)



44-

F

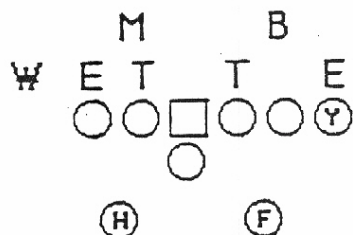
S

C

C

(X)

(Z)



45

F

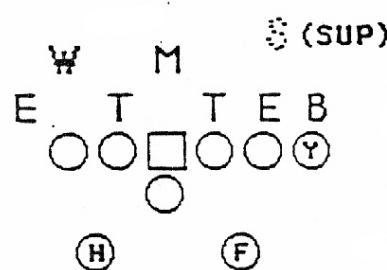
S

C

C

(X)

(Z)



47

F

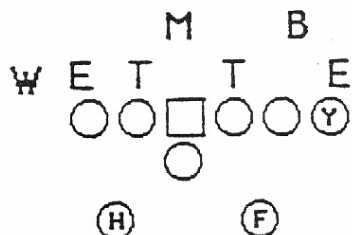
S

C

C

(X)

(Z)



49

F

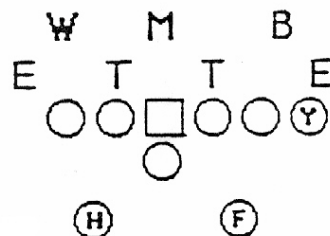
S

C

C

(X)

(Z)



40 PERSONNEL: 4 DL, 3 LB'S, 4 DB'S

B = BUCK = STRONGSIDE OLB.

M = MIKE = MIDDLE LB.

W = WILL = WEAKSIDE OLB.

43 = BALANCED 4-3.

44 = LB'S BOSSED STRONG.

44- = LB'S BOSSED WEAK.

45 = WEAK DE ADJUSTS OUT.

WILL ADJUSTS OFF AND INSIDE. (POSSIBLE SUP)

47 = STRONG DE ADJUSTS OUT, BUCK ADJUSTS OFF AND INSIDE.

49 = BALANCED 4-3 WITH BUCK AND WILL

58

F

S

C

C

M

(SUP)

W E T T E B

(X)

○ ○ □ ○ ○ ○ Y

(Z)

(H)

(F)

58 "W"

F

S

C

C

W

M

E T T E B

(X)

○ ○ □ ○ ○ ○ Y

(Z)

(H)

(F)

58 "W" PHOENIX

F

S

C

C

W

M

E T T E B

(X)

○ ○ □ ○ ○ ○ Y

(Z)

(H)

(F)

53

F

S

C

C

M

B

W E T T E

(X)

○ ○ □ ○ ○ ○ Y

(Z)

(H)

(F)

57

F

S

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B

W E T T E

(X)

○ ○ □ ○ ○ ○ Y

(Z)

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59

F

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C

W

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B

E T T E

(X)

○ ○ □ ○ ○ ○ Y

(Z)

(H)

(F)

50 PERSONNEL: 4 DL, 3 LB'S, 4 DB'S

B = BUCK = STRONGSIDE OLB.

M = MIKE = MIDDLE LB.

W = WILL = WEAKSIDE OLB.

50 = OYER FRONT WITH WILL ON LOS.

50 SUP = OYER FRONT W/ WILL IN THE BOX.

50 W PHX = OYER FRONT W/ WILL IN THE BOX,
AND DE AND BUCK IN A "2 LOOK"
OYER AND OUTSIDE TE.

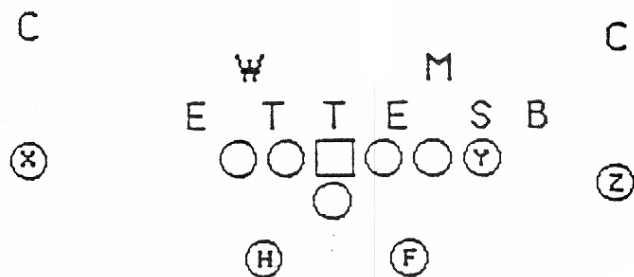
57 = OYER FRONT, W/BUCK IN THE BOX.

59 = OYER FRONT, W/BUCK AND WILL
IN THE BOX.

53 = 3-4 ALIGNMENT W/ WILL ON LOS.

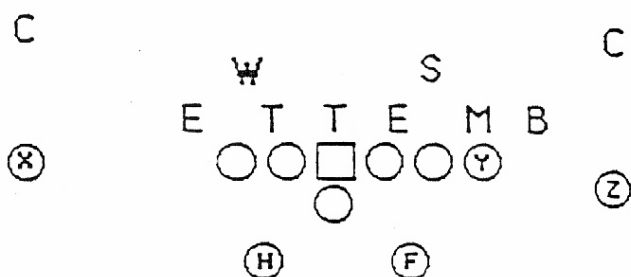
NAVAJO "LITTLE DUBS"

F



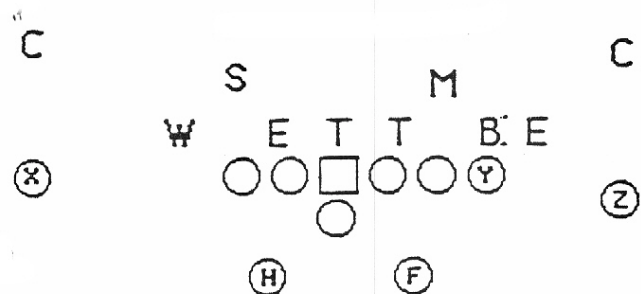
NAVAJO "LITTLE DUBS"

F



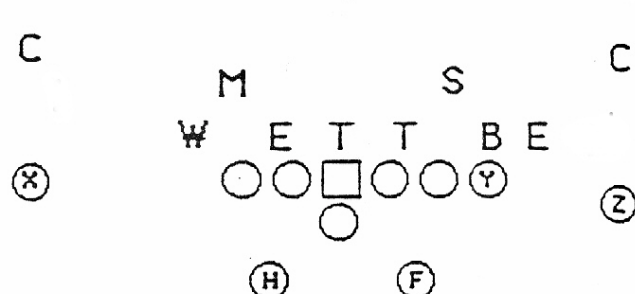
NAVAJO "BIG DUBS"

F



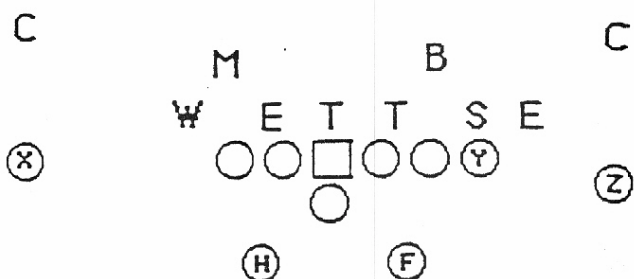
NAVAJO "BIG DUBS"

F



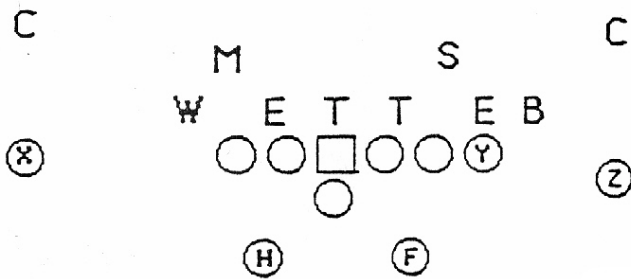
NAVAJO "BIG DUBS"

F



NAVAJO "BIG DUBS"

F



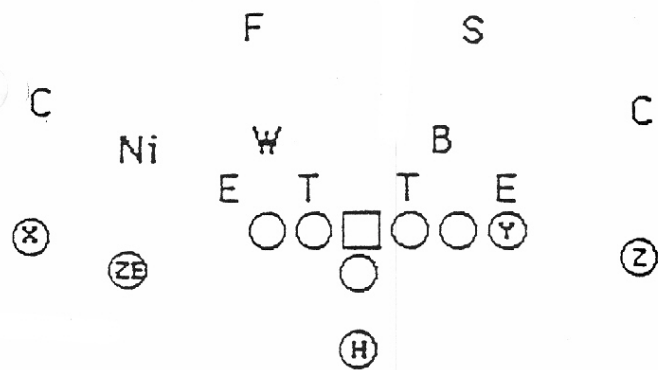
NAVAJO = GUARD, CENTER, GUARD COVERED
WITH A "DUBS" ALIGNMENT OVER TE.

"DUBS" ALIGNMENT = MAN ON TE AND A MAN
OUTSIDE TE.

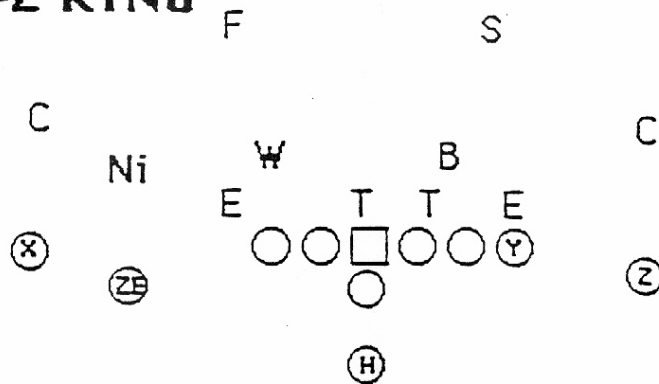
"LITTLE DUBS" = 2 LB'S, OR 1LB AND 1 SAFETY.

"BIG DUBS" = 1 LB AND 1 DE, OR
1 SAFETY AND 1 DE.

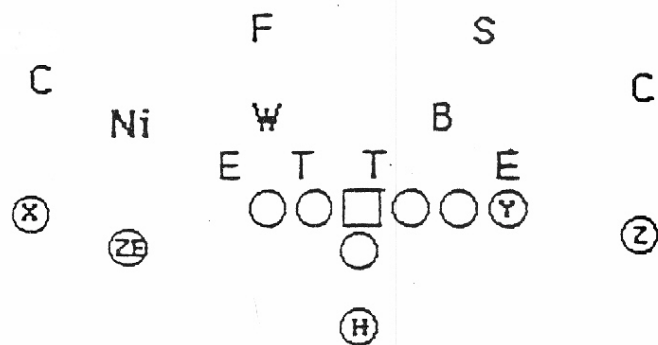
42 NICKEL



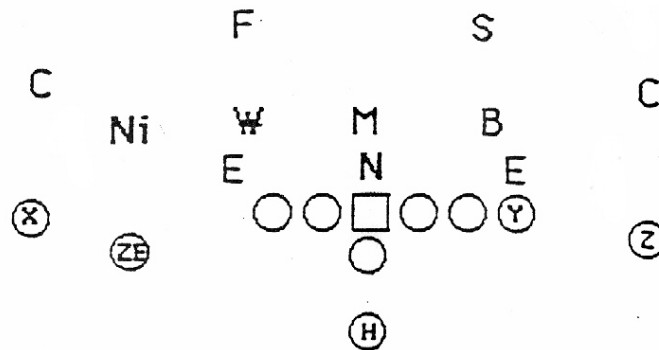
42 KING



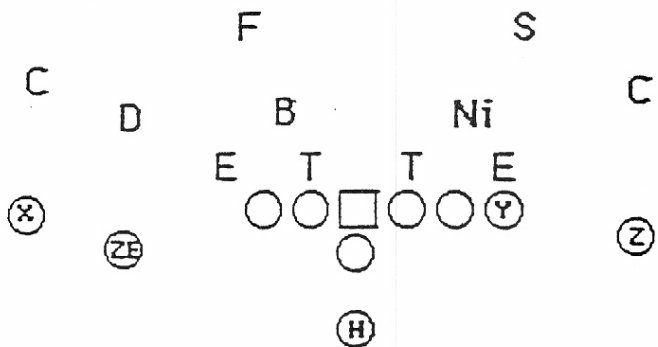
42 QUEEN



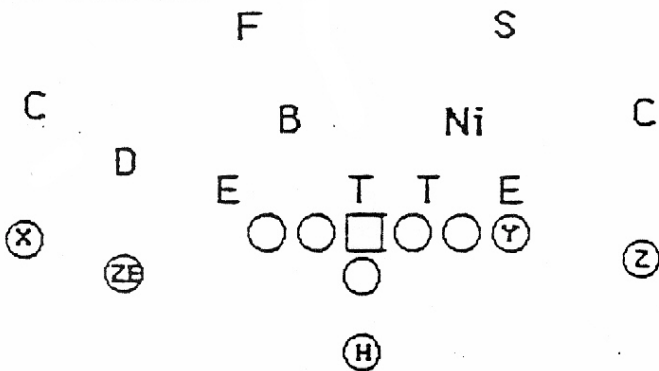
38 NICKEL



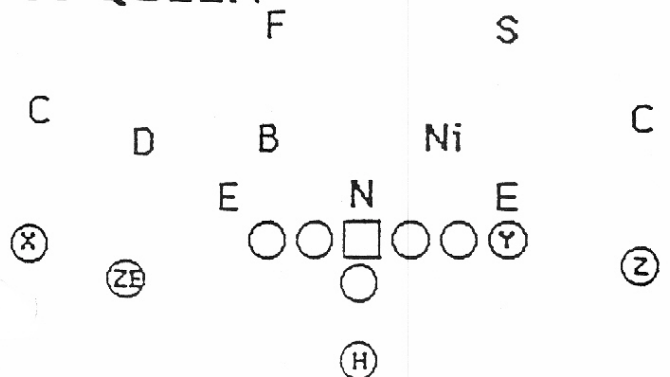
41 (DIME)



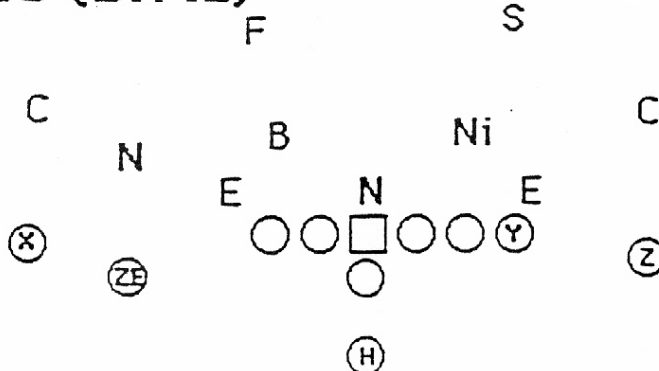
41 KING



41 QUEEN



38 (DIME)



COVERAGE TERMINOLOGY

MAN COVERAGES

COVER 1 : FREE SAFETY COVERS WEAK - NO DEEP MIDDLE PLAYER

COVER 2 : MAN TO MAN WITH FREE SAFETY DEEP.

COVER 5 : FREE SAFETY COVERS STRONG - NO DEEP MIDDLE PLAYER.

COVER 7 : TWO DEEP MAN UNDER.

*FOR NICKEL (5 DB'S) AND DIME (6 DB'S) DOUBLE NUMBERS FOR THE SAME COVERAGES.

FOR EXAMPLE: COVER 11, COVER 22, COVER 55.

*FOR BLITZ, ADD THE LETTER "B" TO THE NUMBER.

FOR EXAMPLE: COVER 2B, COVER 22B, COVER 1B, COVER 11B, COVER 5, COVER 55 B.

ZONE COVERAGES

STRONG ROTATION:

COVER 3 : THREE DEEP ZONE WITH SAFETY PLAYING THE FLAT ON THE STRONG SIDE.

COVER 3C: THREE DEEP ZONE TO SLOT WITH THE CORNERS OVER.

COVER 3 CLOUD: THREE DEEP ROTATION WITH STRONG SIDE CORNER IN A CLOUD.

COVER 3 LIGHTNING: THREE DEEP ZONE WITH A STRONG SAFETY INSERT INSIDE OLB.

WEAK ROTATION:

COVER 4 : THREE DEEP ROTATION WITH THE WEAK SIDE CORNER IN A CLOUD.

COVER 4 SKY: THREE DEEP ZONE WITH A SAFETY PLAYING THE WEAK SIDE FLAT.

COVER 4 LIGHTNING : THREE DEEP ZONE WITH A WEAK SAFETY INSERT INSIDE OLB.

BALANCED:

COVER 8 : "4 ACCROSS" MATCH UP ZONE WITH BOTH SAFETIES AT FORCE DEPTH.

COVER 9 : 2 DEEP , 5 UNDER ZONE , WITH BOTH CORNERS IN A CLOUD.

*FOR NICKEL (5 DB'S) AND DIME (6 DB'S) DOUBLE NUMBERS FOR THE SAME COVERAGES.

FOR EXAMPLE:

COVER 3 WITH NICKEL OR DIME PERSONNEL IS 34.

COVER 3 CLOUD WITH NICKEL OR DIME PERSONNEL IS 34 CLOUD.

COVER 3 LIGHTNING WITH NICKEL OR DIME PERSONNEL IS 34 LOCO.

COVER 3C WITH NICKEL OR DIME PERSONNEL IS 34C.

COVER 4 SKY WITH NICKEL OR DIME PERSONNEL IS 43 SKY.

COVER 4 WITH NICKEL OR DIME PERSONNEL IS 43.

COVER 4 LIGHTNING WITH NICKEL OR DIME PERSONNEL IS 43 LOCO.

COVER 8 WITH NICKEL OR DIME PERSONNEL IS 88.

COVER 9 WITH NICKEL OR DIME PERSONNEL IS 99.

SPECIAL ADJUSTMENTS:

ANY TIME THERE IS A THREE MAN RUSH (THREE MAN LINE OR A D LINEMAN DROPS INTO COVERAGE WITH NO BLITZE: ADD A ZERO.

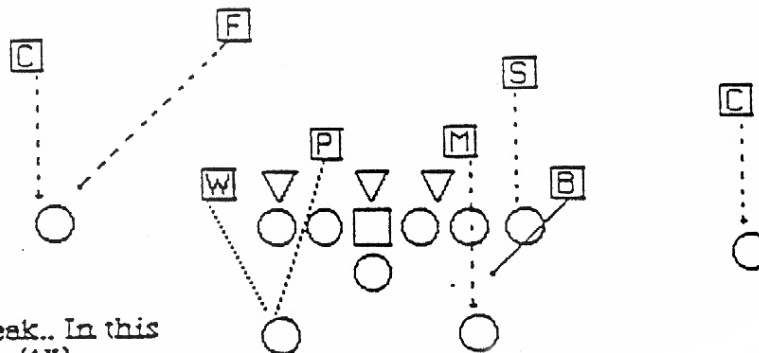
FOR EXAMPLE: (THESE ARE THE MOST POPULAR)

COVER 340

COVER 880

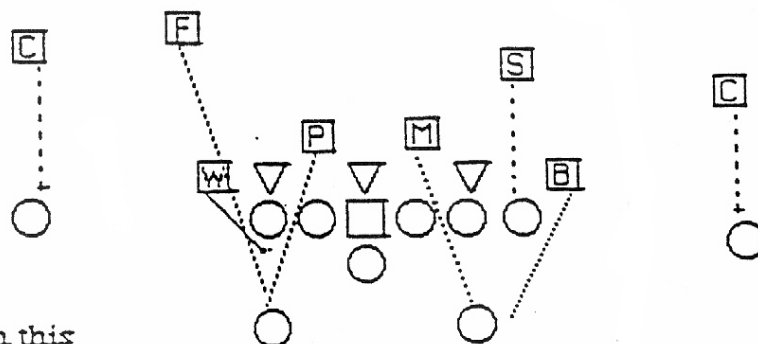
COVER 990

COVER 1(X)



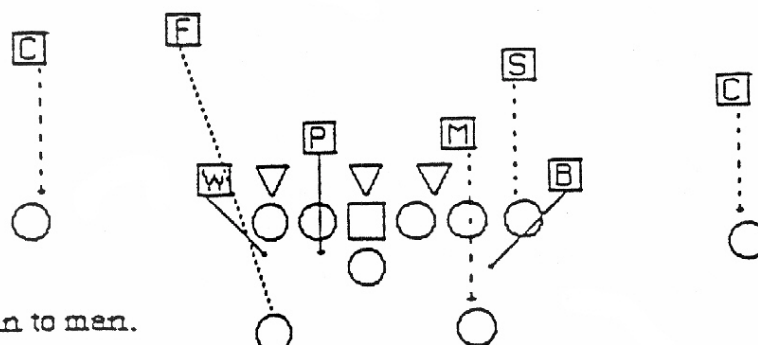
- * Man to Man coverage
- * Weak Safety covers weak.. In this case he doubles on "X" - (1X).
- * NO Free Safety

COVER 1(H)



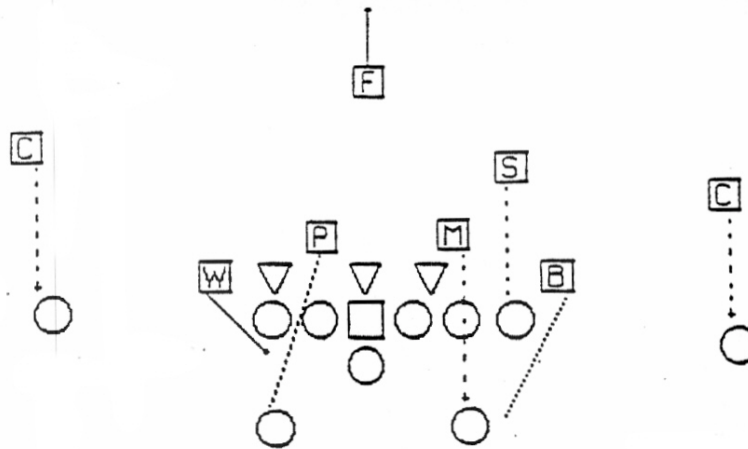
- * Man to Man coverage
- * Weak Safety covers weak. In this case he doubles on the HB (1H).
- * NO Free Safety

COVER 1B



- * Man to Man coverage
- * Weak Safety picks up HB man to man. (No double).
- * Plugger & Whip in charge
- * No Free Safety

COVER 2

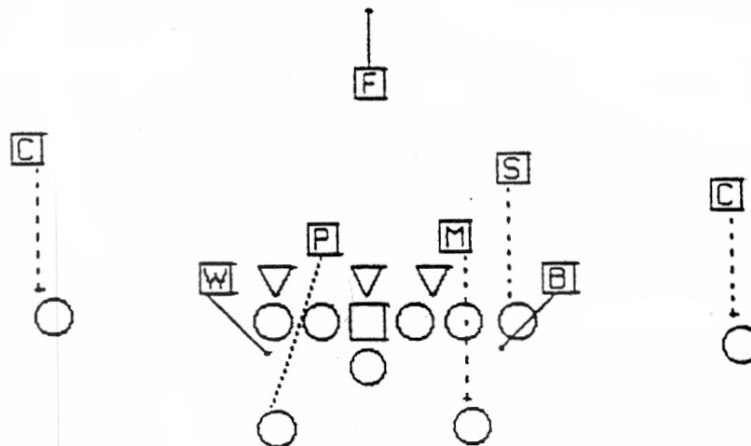


* Man to Man coverage

* FS in the hole- Free

* 4 men rush

COVER 2B

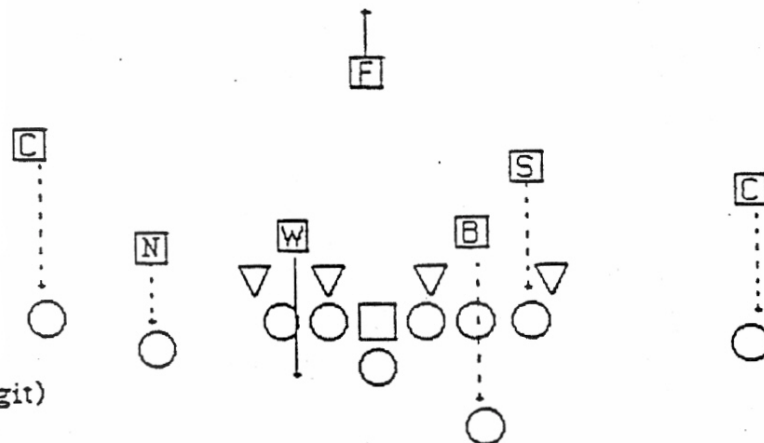


* Man to Man coverage

* FS in the hole- Free

* "B" refers to BLITZ (5 men rush)

COVER 22 "B"



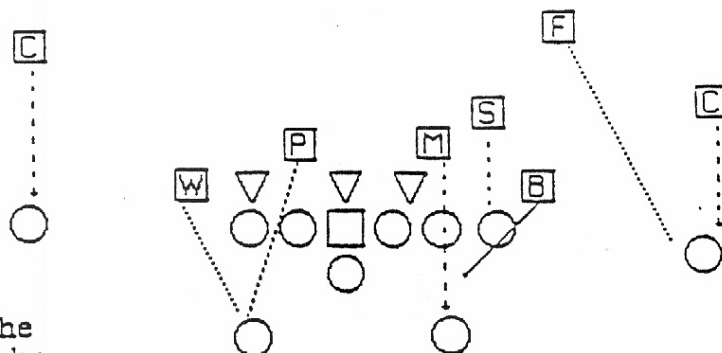
* Man to Man coverage

* Nickle Coverage (Double digit)

* 5 men rush..

* FS in the hole.. Free.

COVER 5 (Z)

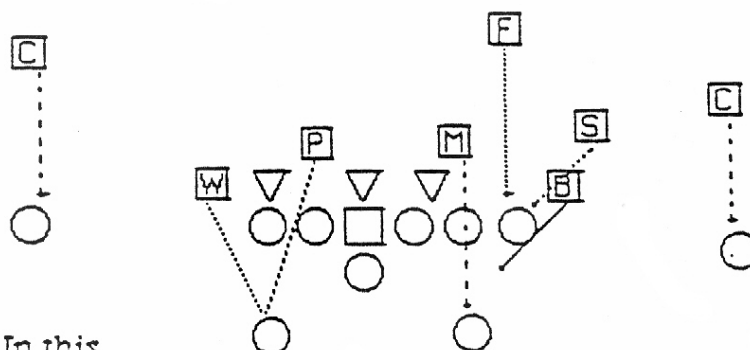


* Man to Man Coverage

* Weak Safety covers on the strong side.. In this case he doubles the flanker (SZ).

* NO Free Safety

COVER 5 (Y)

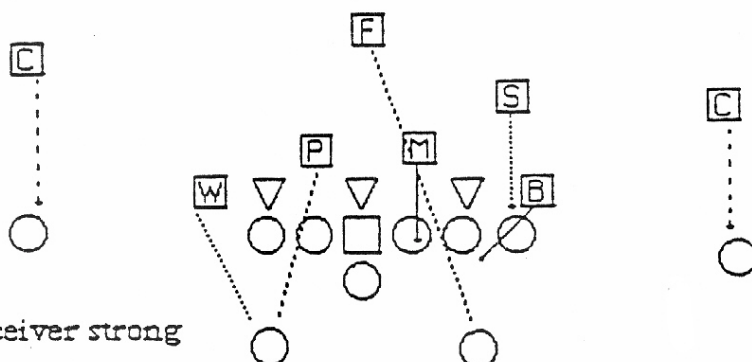


* Man to Man coverage.

* Weak Safety covers strong. In this case he doubles the TE (SY).

* NO Free Safety

COVER 5 (B)



* Man to Man coverage

* Weak Safety picks up #3 receiver strong in coverage..

* No Free Safety

* "B" refers to BLITZ

COVER 7

1/2

x

E

1/2

x

S

C

○

W

P

M

B

C

○

* 2 Deep Zone Safeties with
5 defenders playing MAN to
MAN underneath..

* 4 Man Rush

1/2

x

E

1/2

x

S

C

○

C

○

W

P

M

B

* 2 Deep Zone Safeties with
5 defenders playing MAN to
MAN underneath..

* 4 Man Rush

COVER 77

1/2

x

E

1/2

x

S

C

○

D

○

B

▽

▽

▽

▽

N

○

C

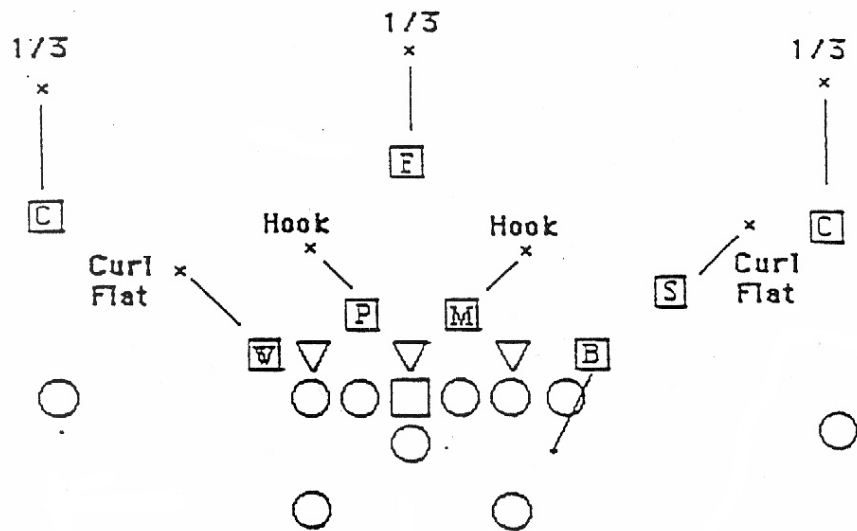
○

* 2 Deep Zone Safeties with
5 defenders playing MAN to
MAN underneath..

* 4 Man Rush

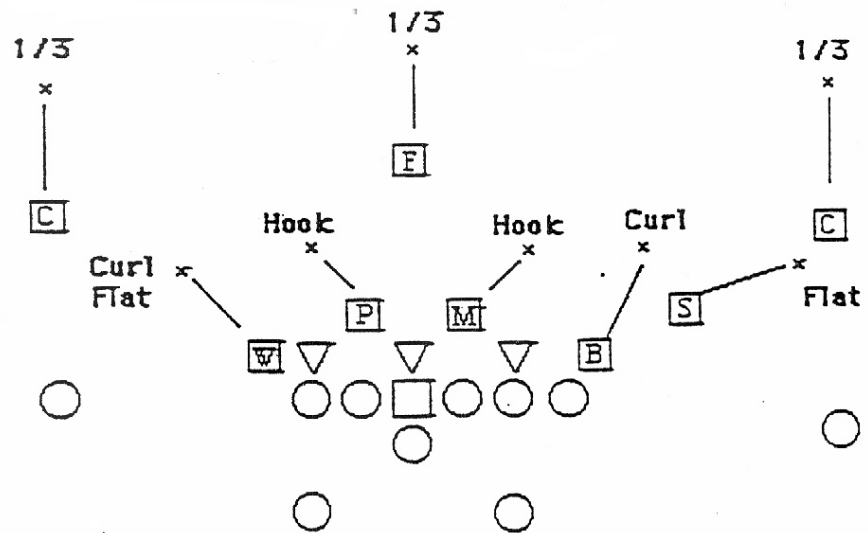
* Nickle Coverage.. (Double Digit)

COVER 3.



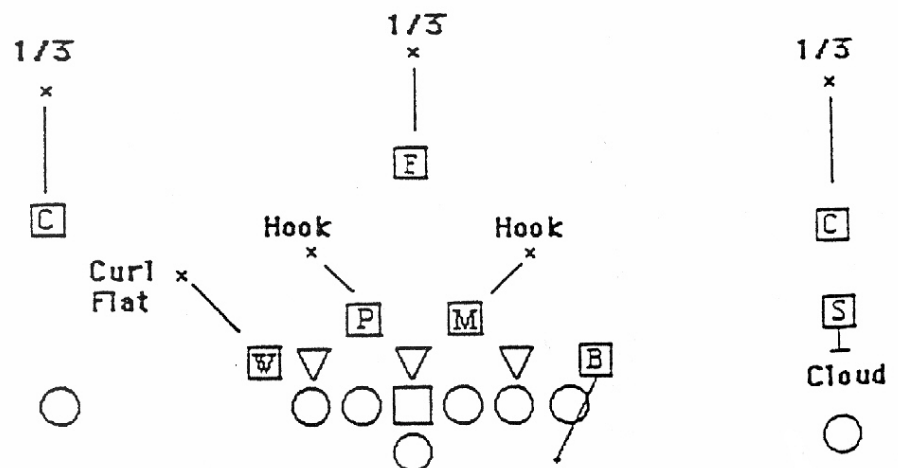
- * 3 Deep Zone Coverage
- * 4 underneath, 4 man rush.
- * A strongside rotation

COVER 30



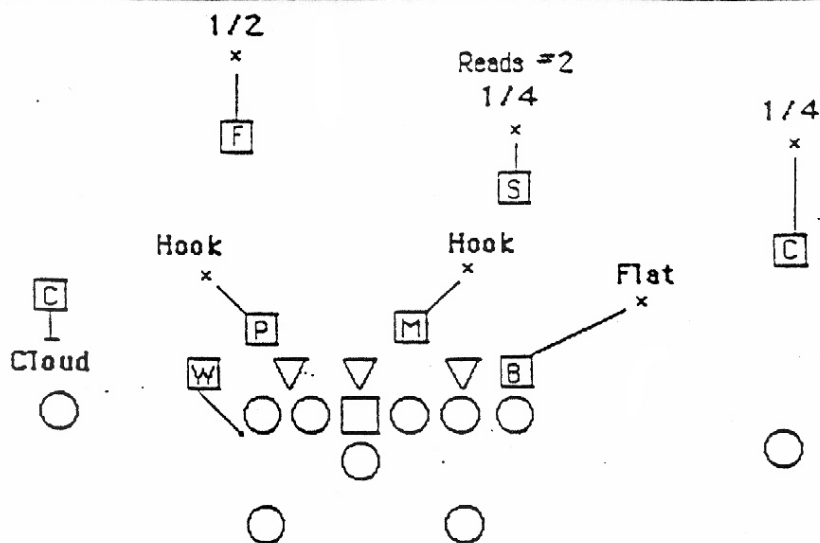
- *3 Deep Zone Coverage
*5 underneath, 3 Man rush

COVER 3 CLOUD



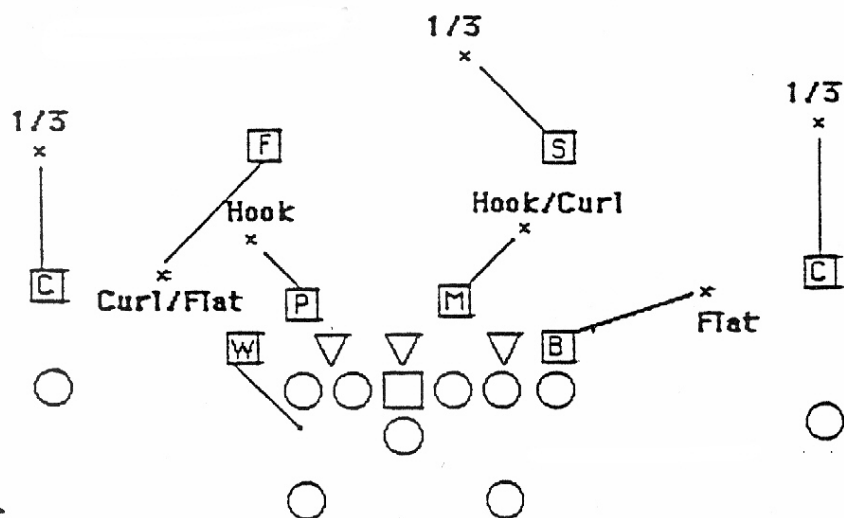
- * 3 Deep Zone Coverage
- * 4 Underneath, 4 men rush
- * A strongside rotation with

COVER 4



- * 3 Deep Zone Coverage
- * 4 underneath, 4 man rush.
- * A weakside rotation..
- * cloud force on split end (X).

COVER 4 SKY



- * 3 Deep Zone Coverage.
- * 4 underneath, 4 man rush.
- * A weakside rotation..
- * Free Access for both receivers

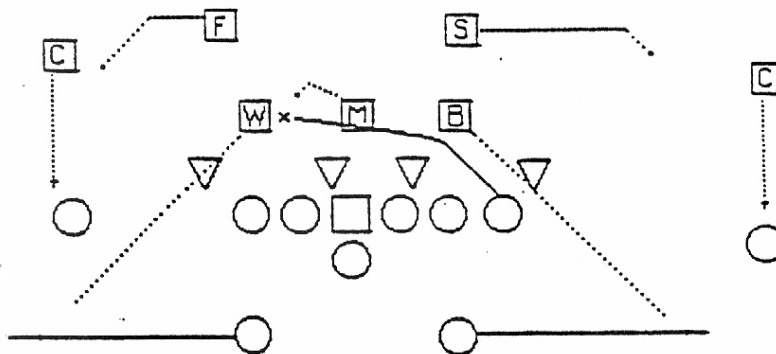
COVER 8

* A COMBINATION MAN/ZONE COVERAGE..

* READ RELEASES OF #2 RECEIYERS
ON EACH SIDE OF THE FORMATION..

* IF SAFETIES ARE NOT THREATENED
WITH A VERTICAL ROUTE FROM #2
RECEIYER, THEY CAN TECHNICALLY
DOUBLE THE OUTSIDE RECEIYER..

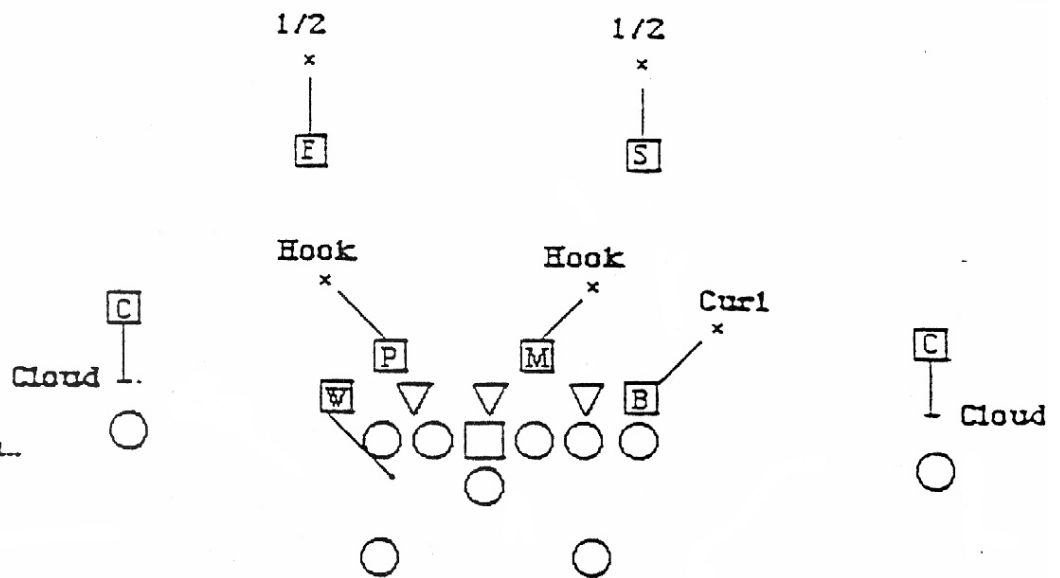
* THE #1 COVERAGE IN PRO FOOTBALL
TODAY..



COVER 9

* 2 Deep Zone Coverage

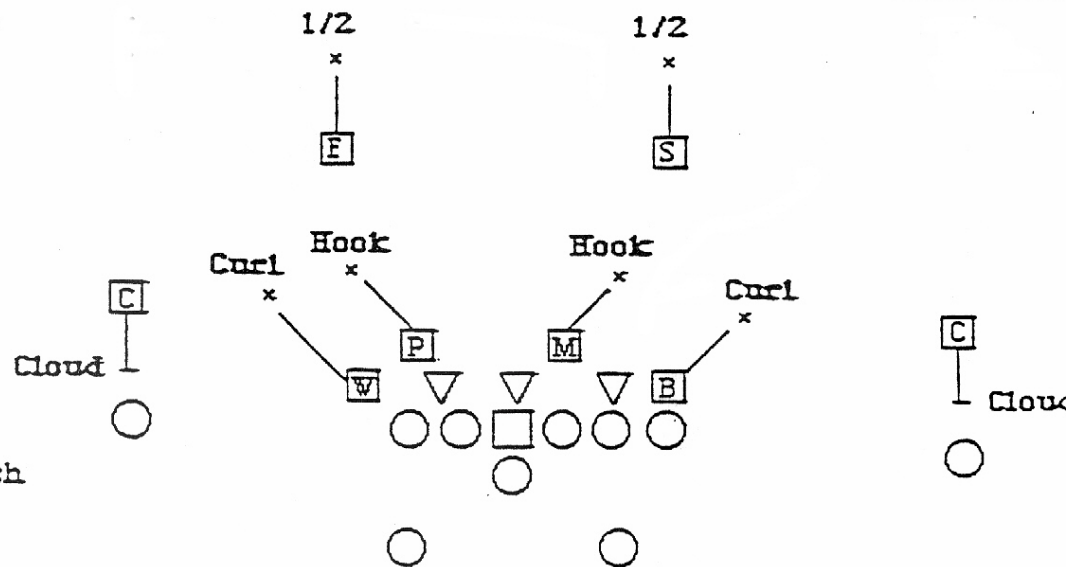
* 5 Underneath, 4 man rush..



COVER 90

* 2 Deep Zone Coverage

* 6 Underneath, 3 man rush

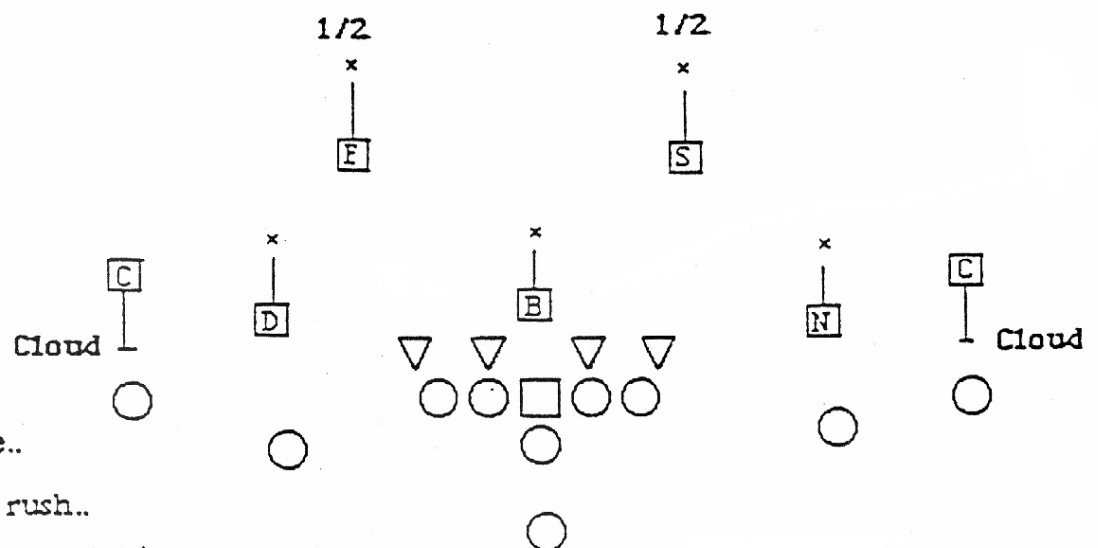


COVER 99

* 2 Deep Zone Coverage..

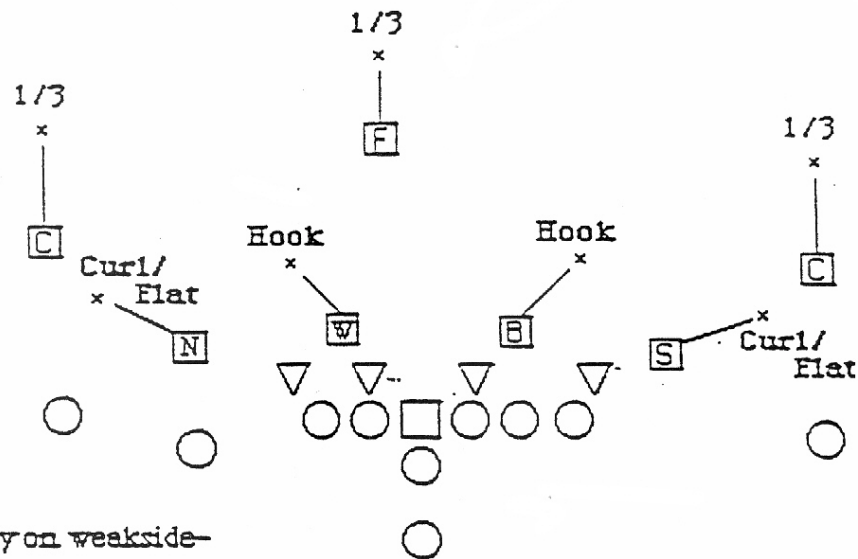
* 5 Underneath, 4 man rush..

* Nickle Coverage.. (Double Digit)



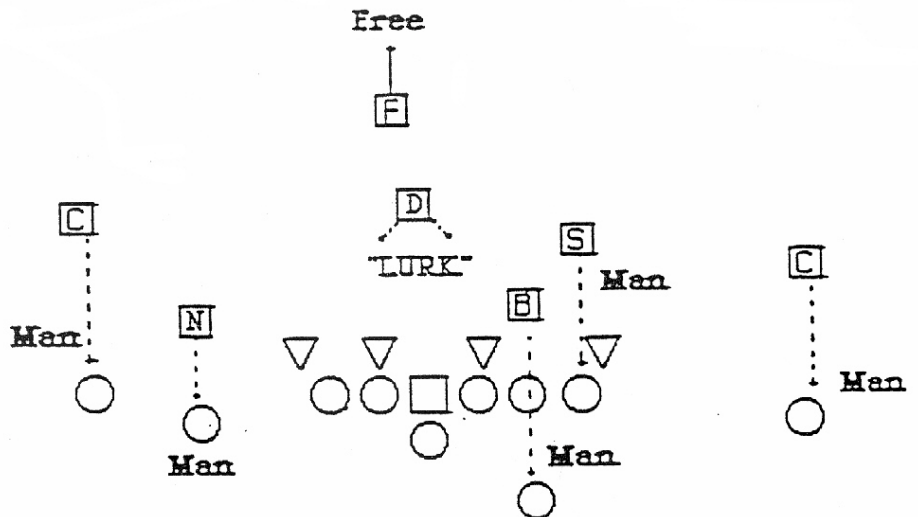
COVER 34

- * 3 Deep Zone Coverage.
- * 4 Man rush, 4 Underneath
- * Nickle coverage.. (Double Digit)—
- * Cover 3 on strongside, 4 Sky on weakside— (Cover 34)



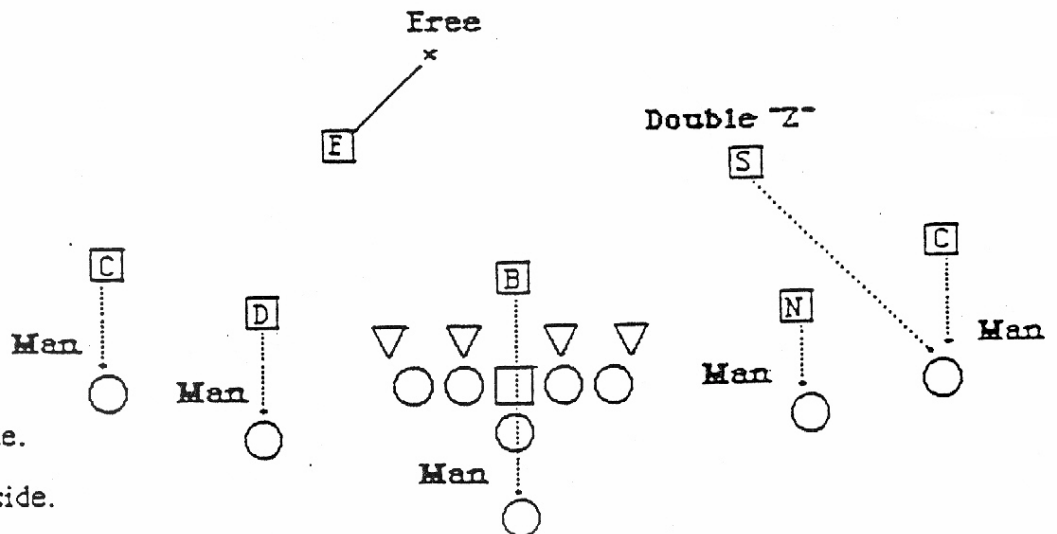
COVER 22 LURK

- * Nickle coverage..
- * Man to Man with a FS in the middle and a "LURK" defender looking for crossers/run force.
- * 4 man rush..



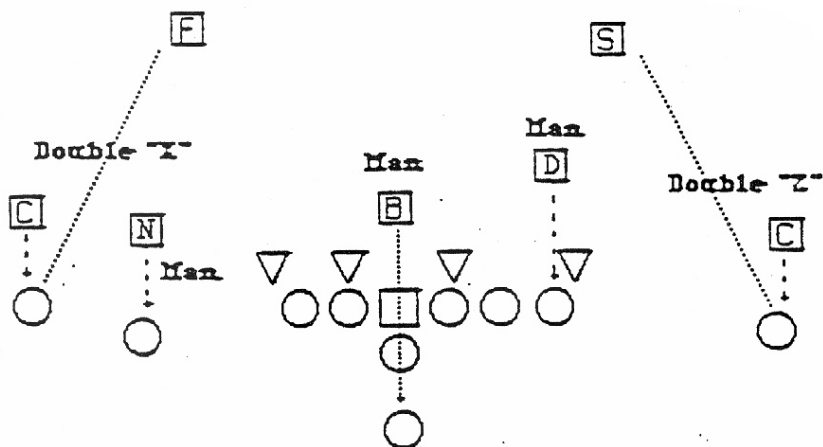
COVER 52

- * Man to man nickle coverage..
- * A double on the strongside with FS playing FREE in the middle.
- * Single coverage on weakside.



COVER 51

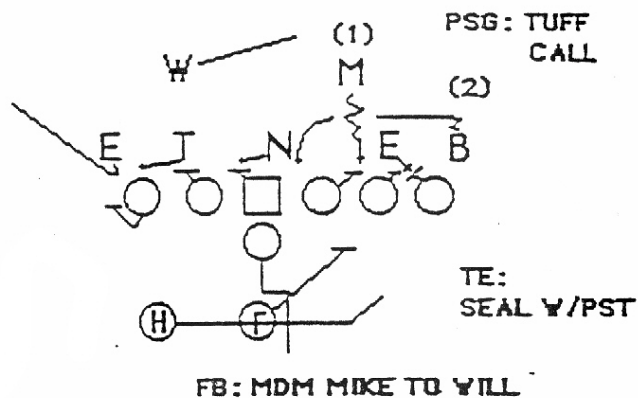
- * Nickle coverage
- * Man to man with a double both sides.
- * No Free Safety
- * 4 man rush



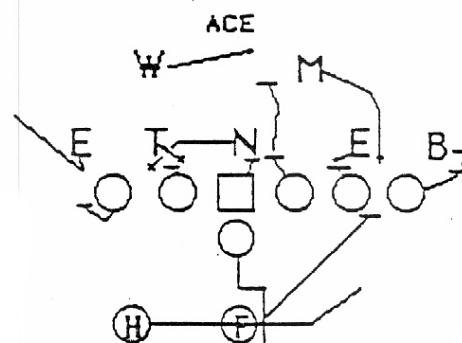
RUN GAME

FOX 2 RUN

25 M.E.B.

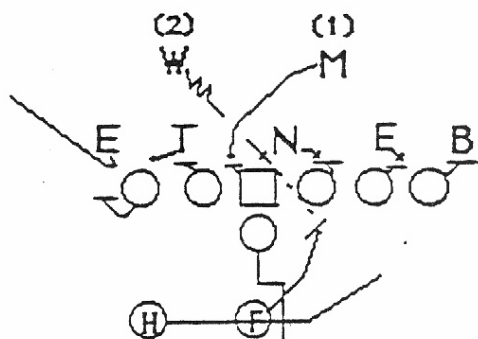


25 MEB, T-N

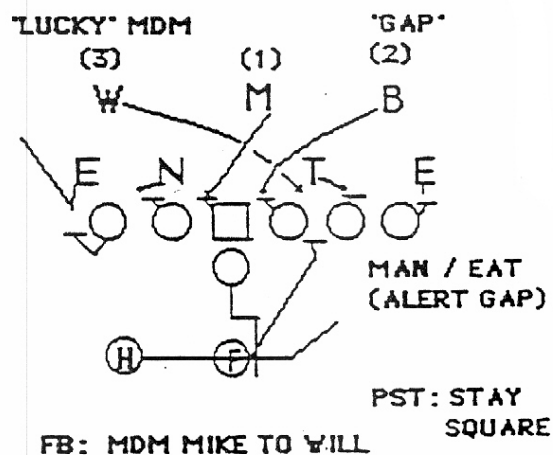


25 "CROSS DOG"

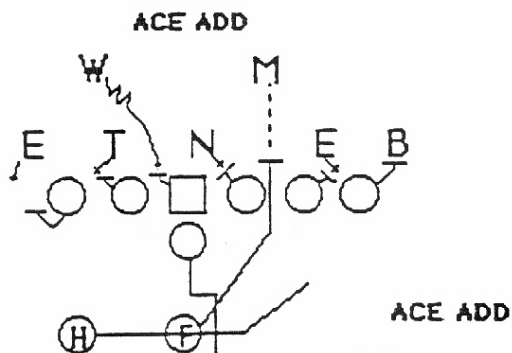
ACE: MDM / FB: MIKE TO WILL



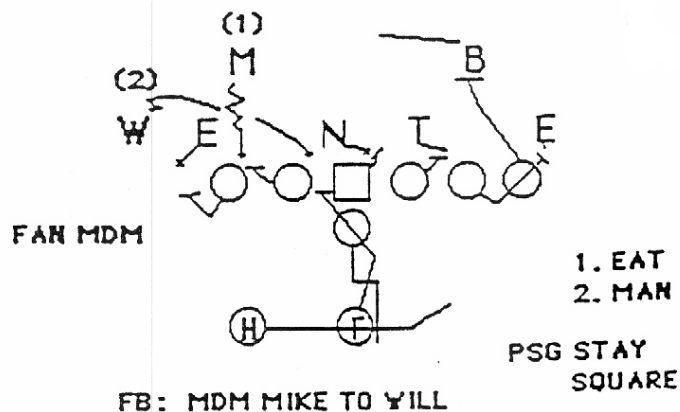
49 "CASINO"



25 WILL IN THE "A" GAP

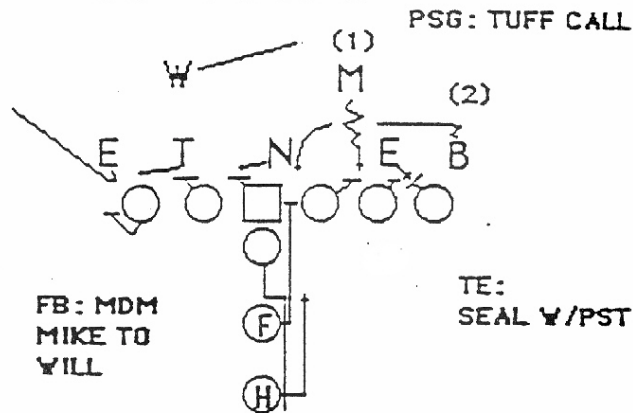


57 M.E.W.

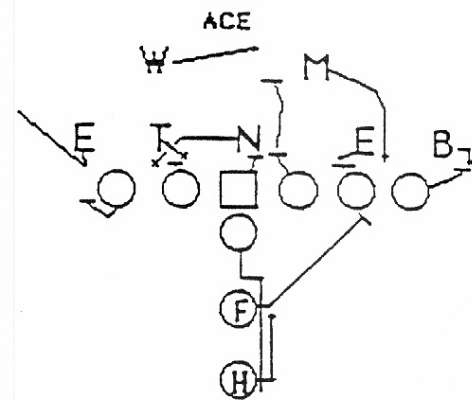


H2 RUN

25 M.E.B.

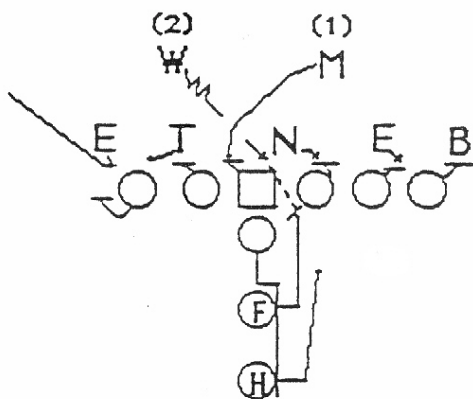


25 MEB, T-N

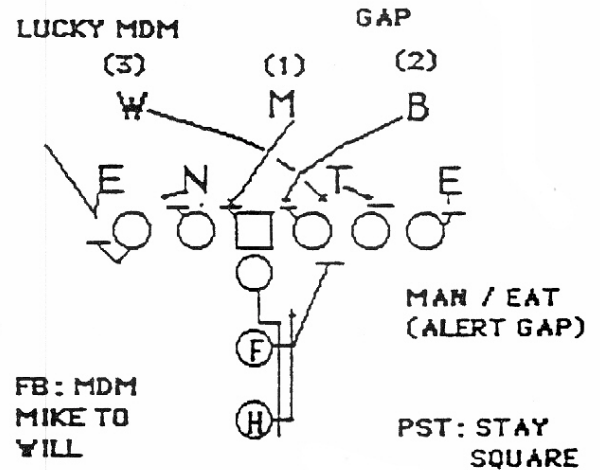


25 "CROSS DOG"

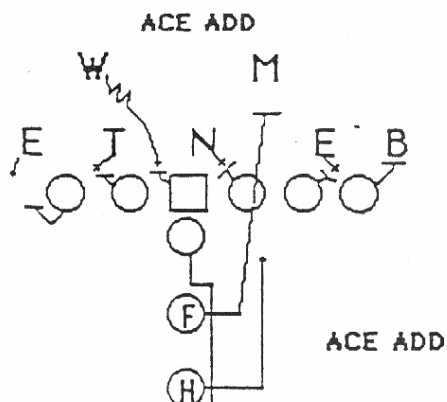
ACE MDM / FB: MDM MIKE TO WILL



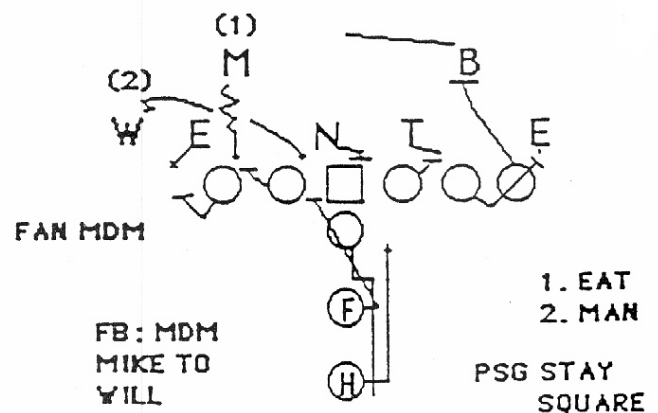
49 "CASINO"



25 WILL IN THE "A" GAP

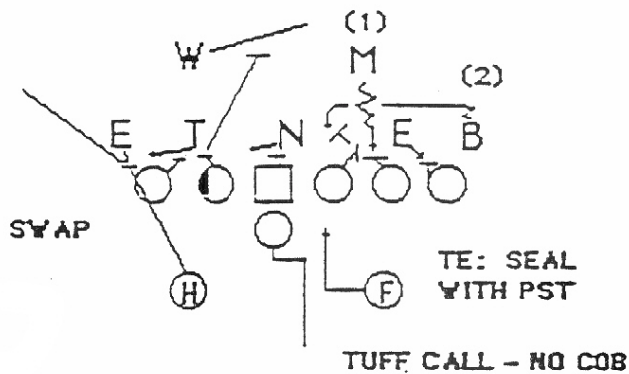


57 M.E.W.

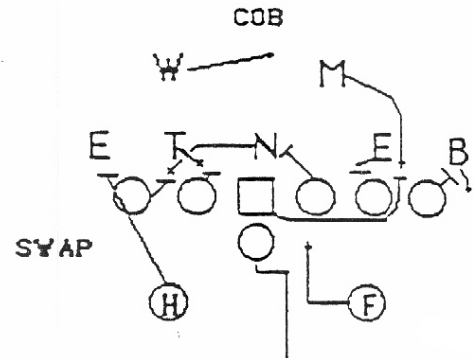


FB 40

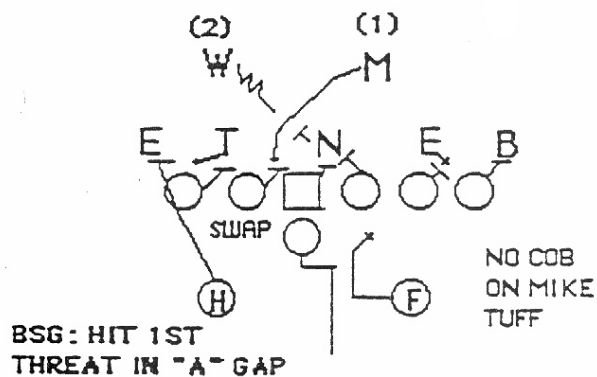
25 M.E.B.



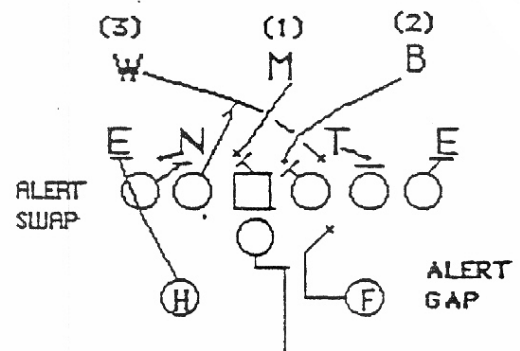
25 MEB, T-N



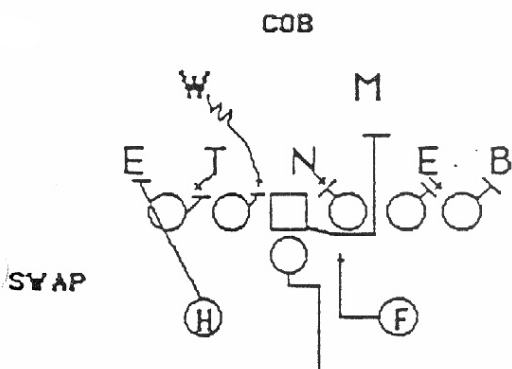
25 "CROSS DOG"



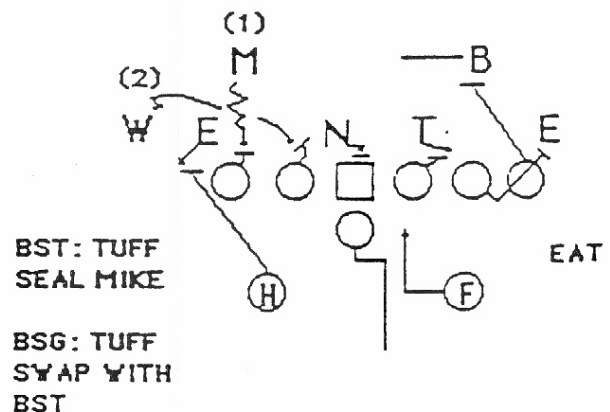
49 "CASINO"



25 WILL IN THE "A" GAP

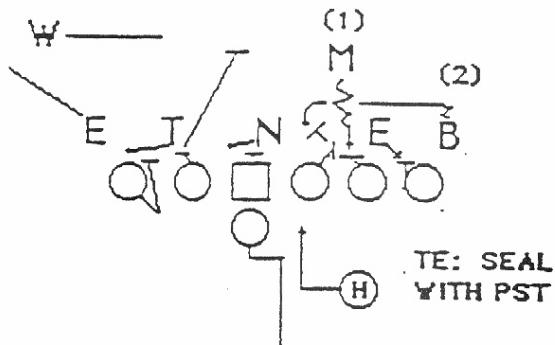


57 M.E.W.



NICKEL 40

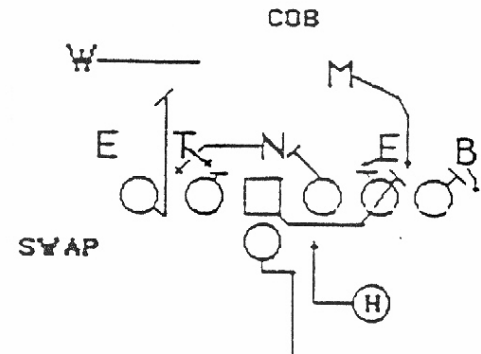
25 M.E.B.



QB: ALERT 7 MAN BOX

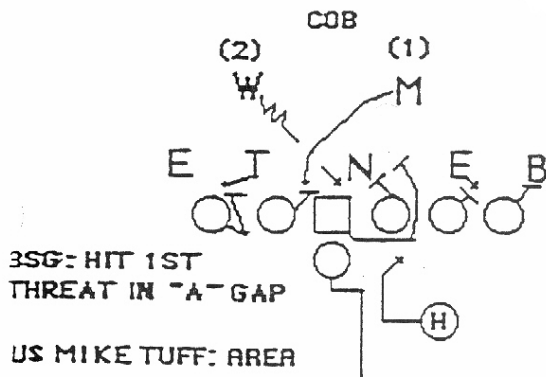
TUFF CALL - NO COB

25 MEB, T-N



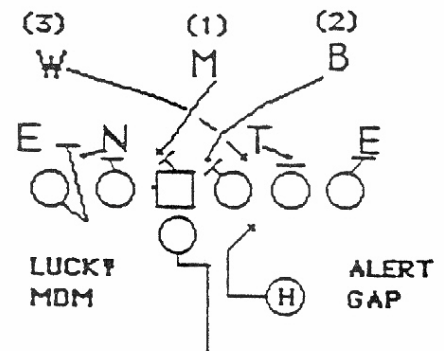
QB: ALERT 7 MAN BOX

25 "CROSS DOG"



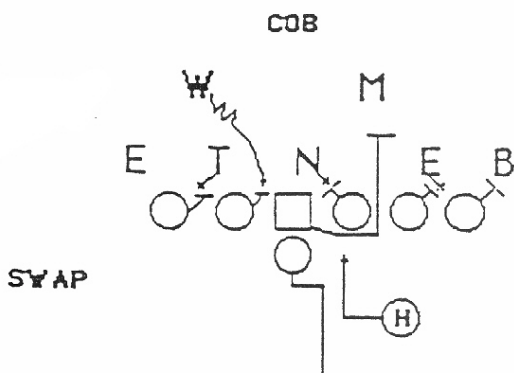
QB: ALERT 7 MAN BOX

49 "CASINO"



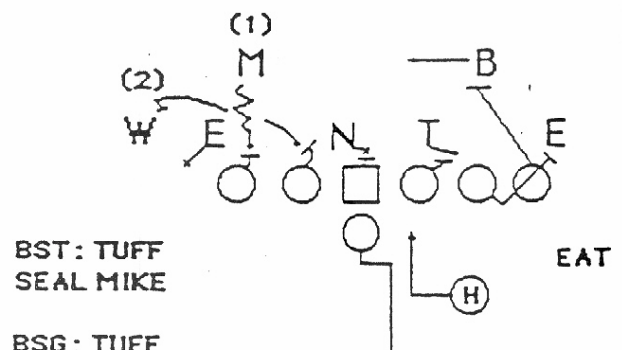
QB: ALERT 7 MAN BOX

25 WILL IN THE "A" GAP



QB: ALERT 7 MAN BOX

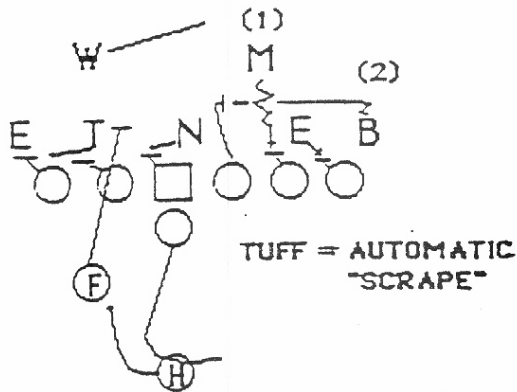
57 M.E.W.



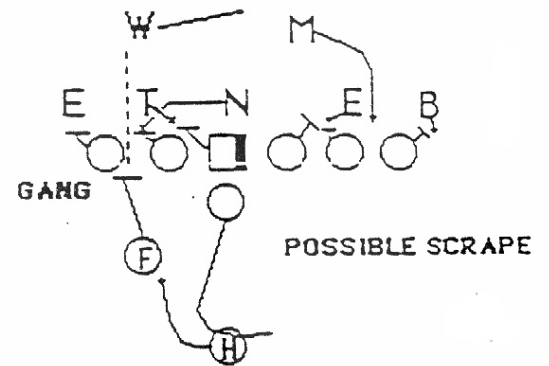
QB: ALERT 7 MAN BOX

93 WEAK

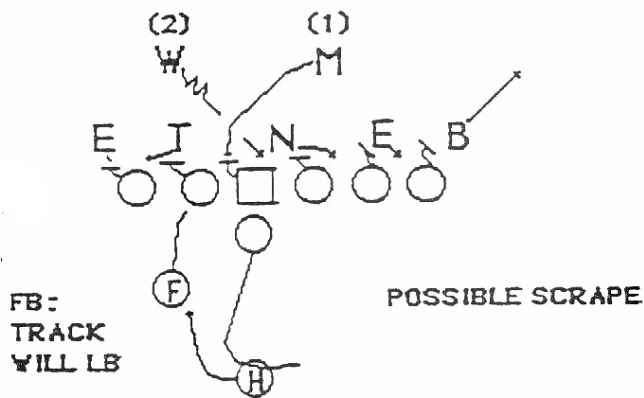
25 M.E.B.



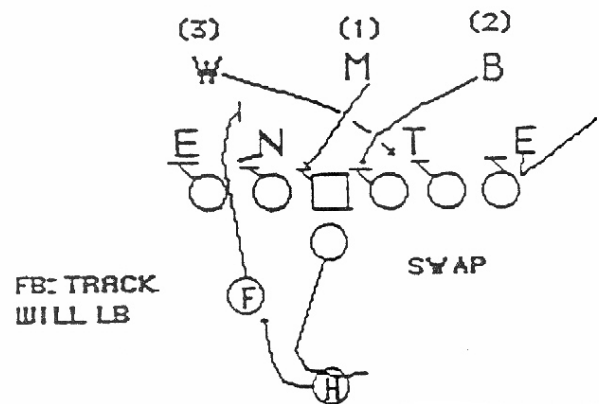
25 MEB, T-N



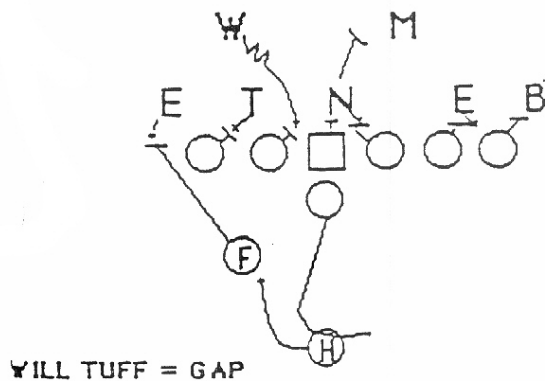
25 "CROSS DOG"



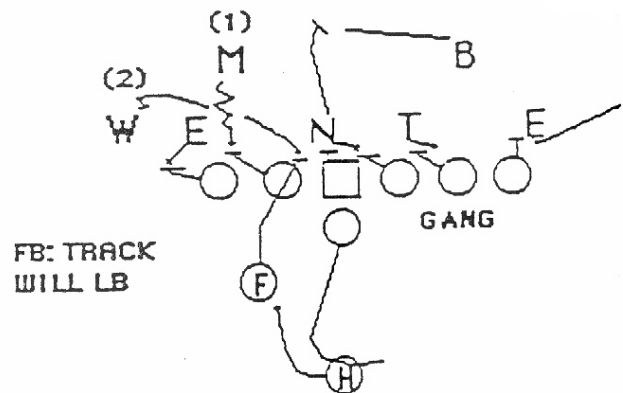
49 "CASINO"



25 WILL IN THE "A" GAP

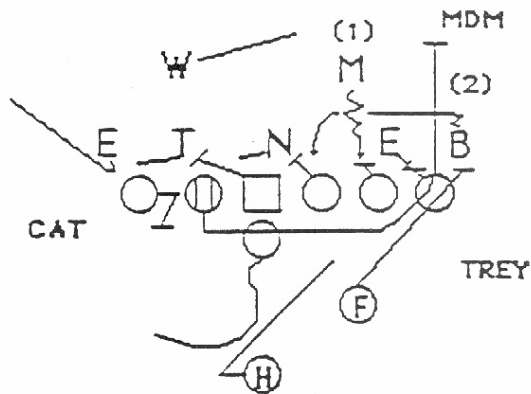


57 M.E.W.

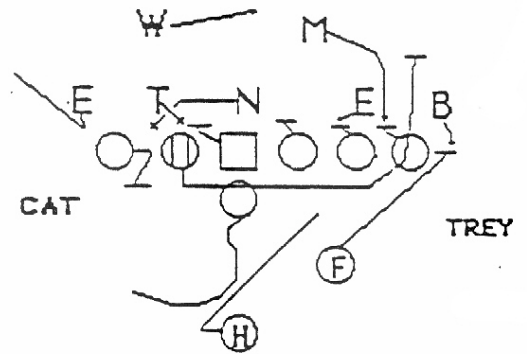


96 POWER

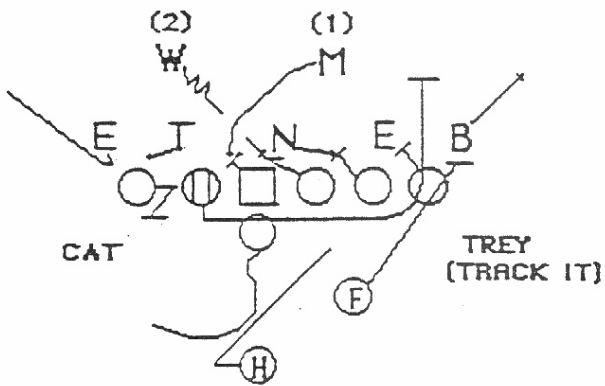
25 M.E.B.



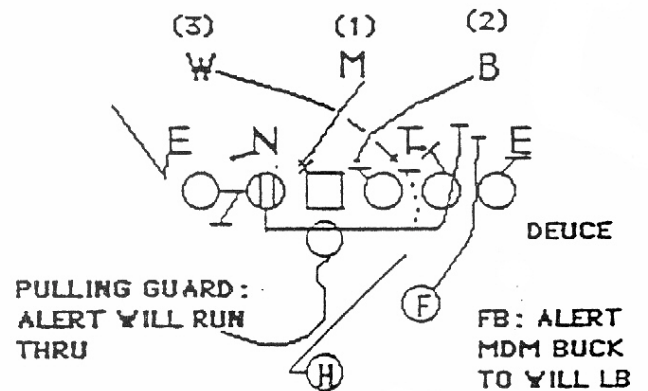
25 MEB, T-N



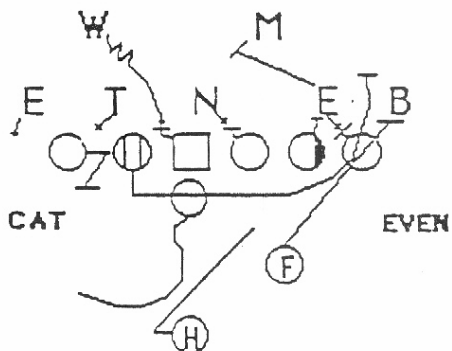
25 "CROSS DOG"



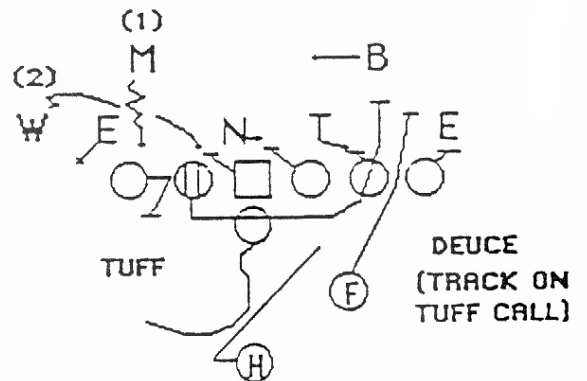
49 "CASINO"



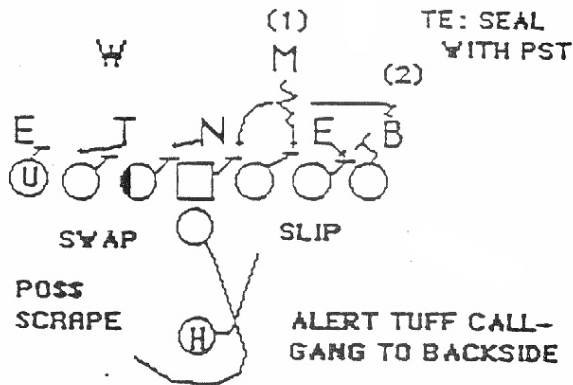
25 WILL IN THE "A" GAP



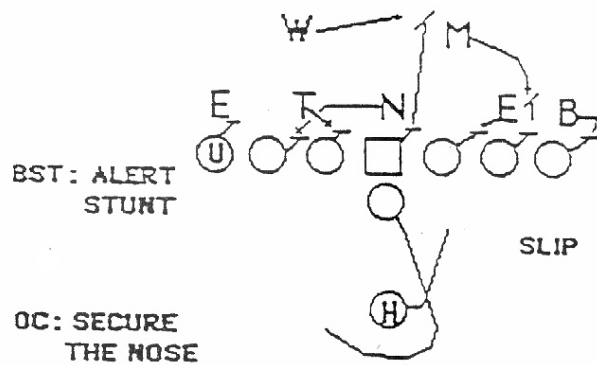
57 M.E.W.



25 M.E.B.

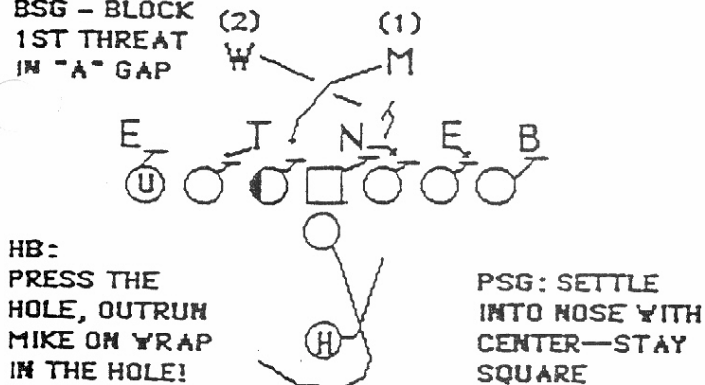


25 MEB, T-N

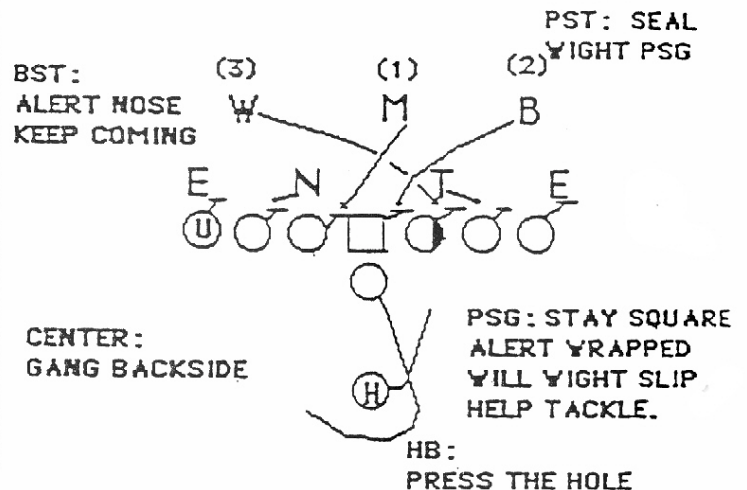


25 "CROSS DOG"

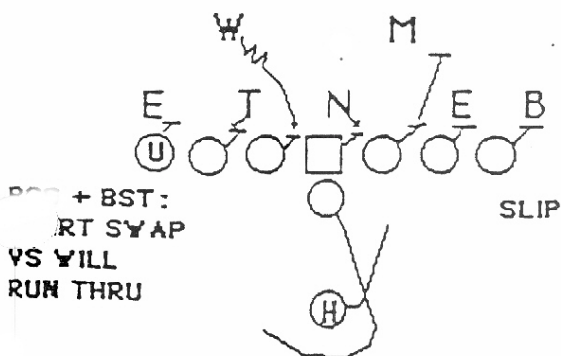
BSG - BLOCK
1ST THREAT
IN "A" GAP



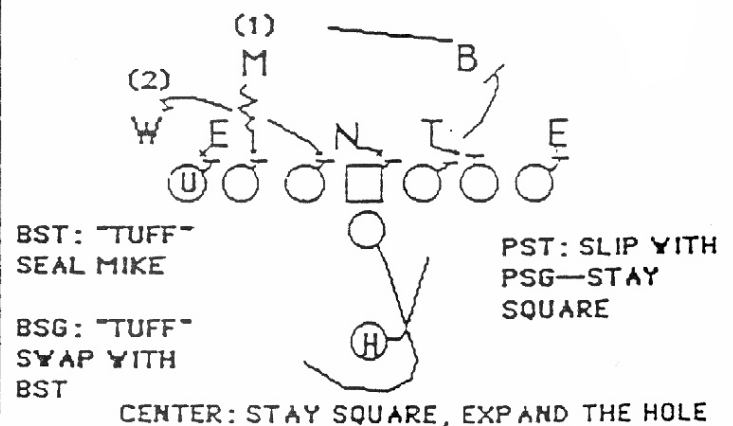
49 "CASINO"



25 WILL IN THE "A" GAP

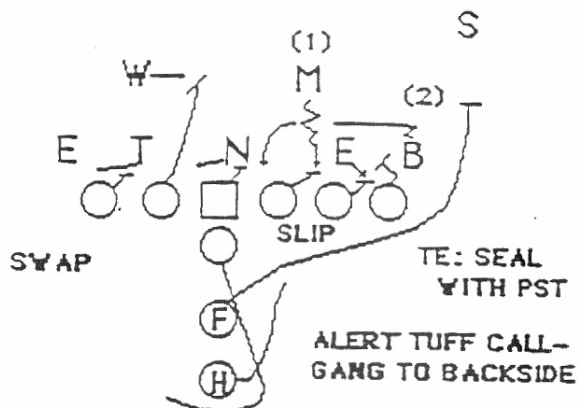


57 M.E.W.

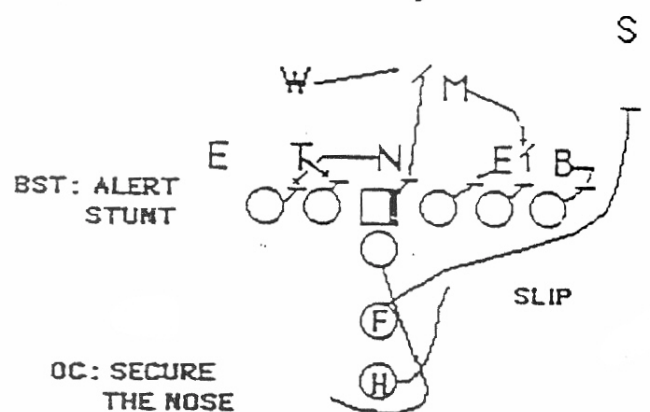


94 SOLID

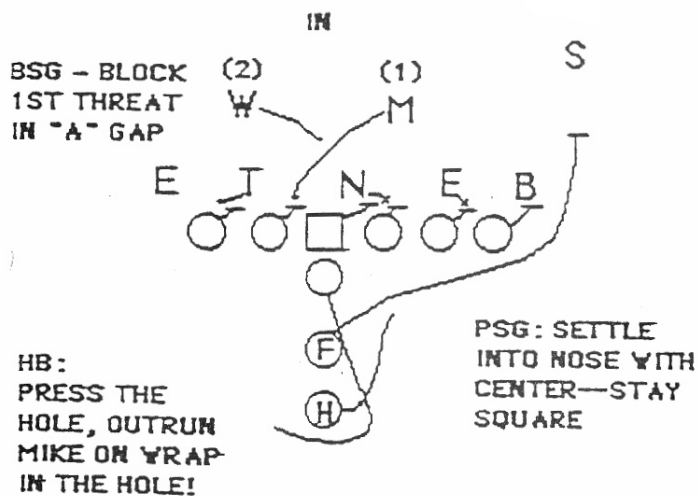
25 M.E.B.



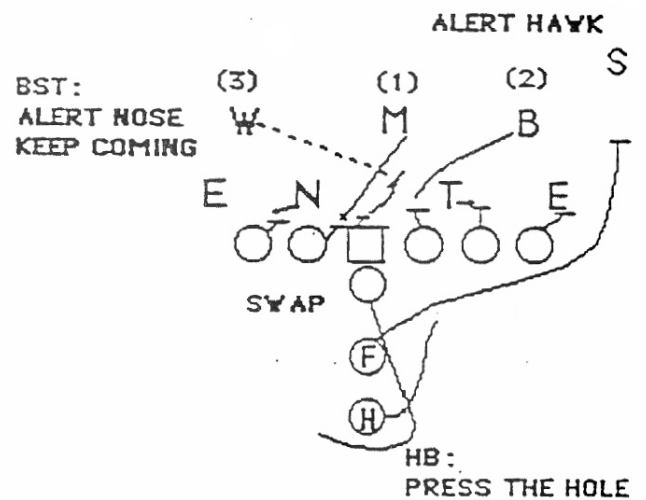
25 MEB, T-N



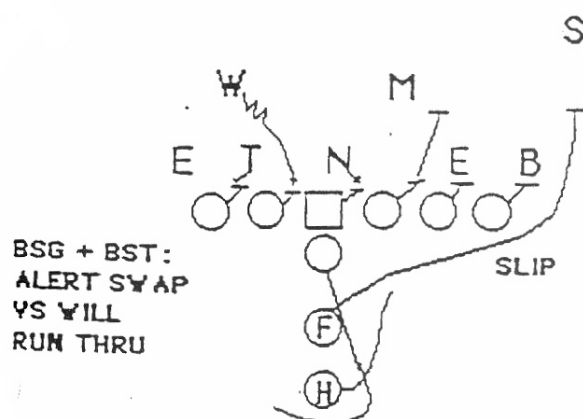
25 "CROSS DOG"



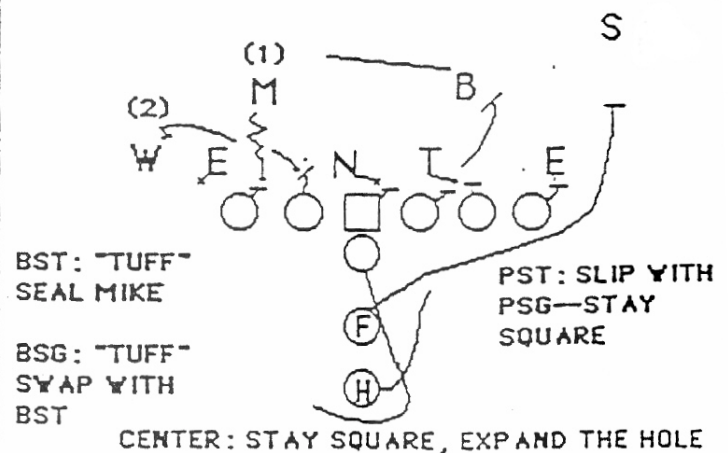
49 "CASINO"



25 WILL IN THE "A" GAP

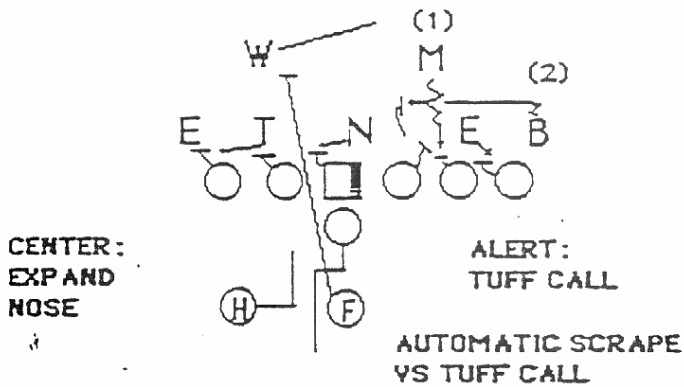


57 M.E.W.

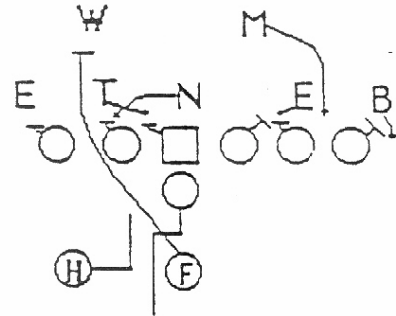


HB 43 LAG

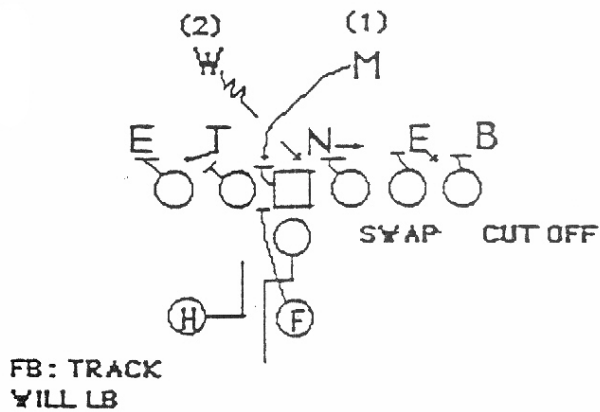
25 M.E.B.



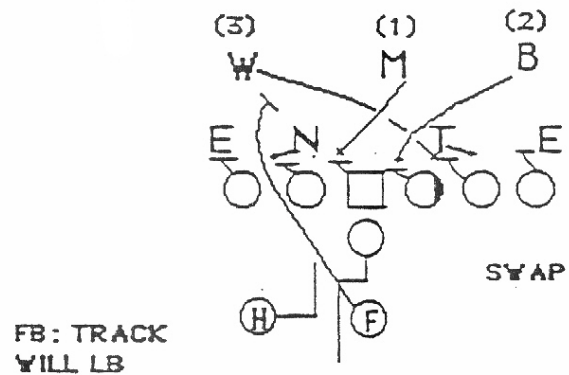
25 MEB, T-N



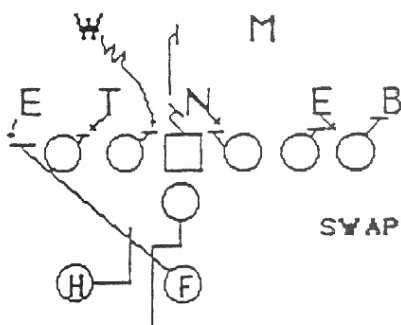
25 "CROSS DOG"



49 "CASINO"

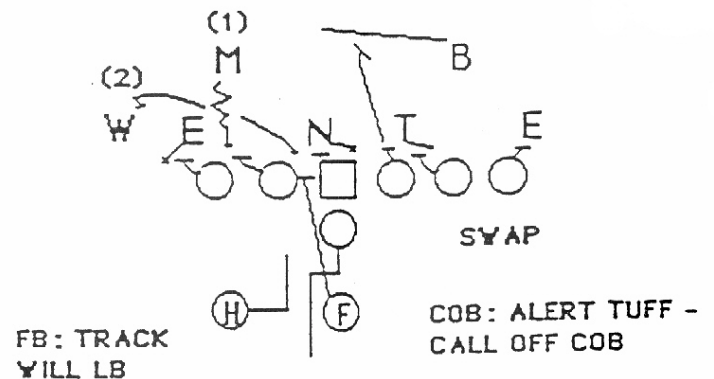


25 WILL IN THE "A" GAP



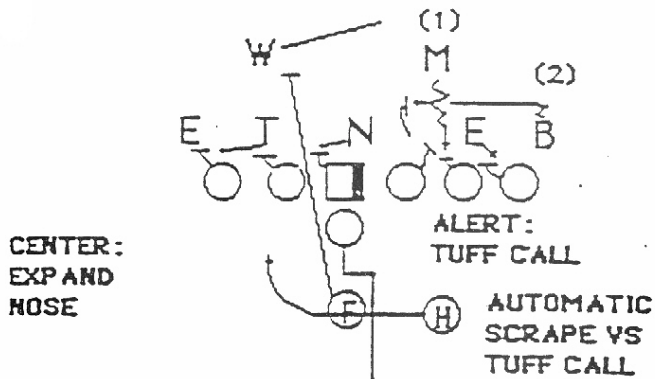
ALERT GAP CALL IF WILL TAKES "A" GAP NOW!

57 M.E.W.

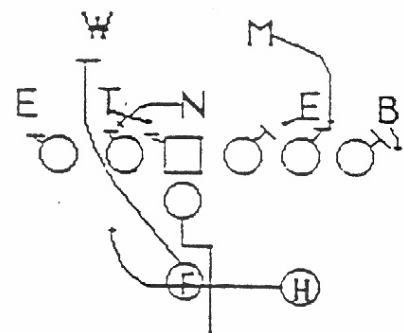


FOX 3 LAG

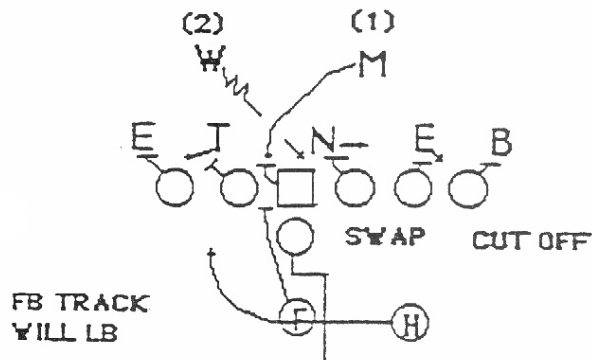
25 M.E.B.



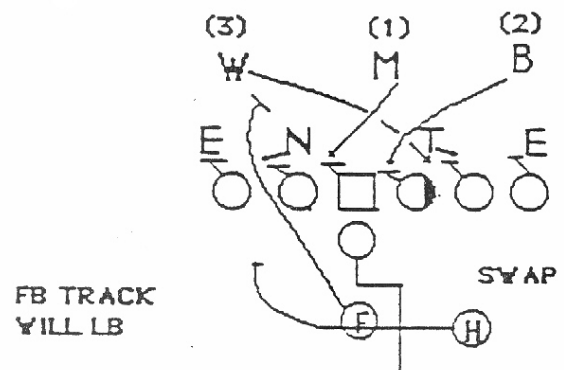
25 MEB, T-N



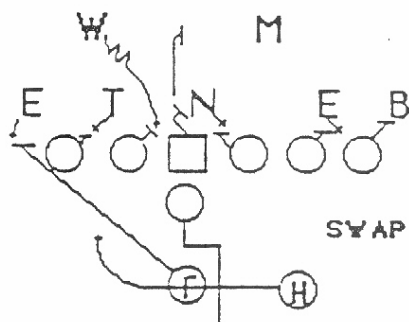
25 "CROSS DOG"



49 "CASINO"

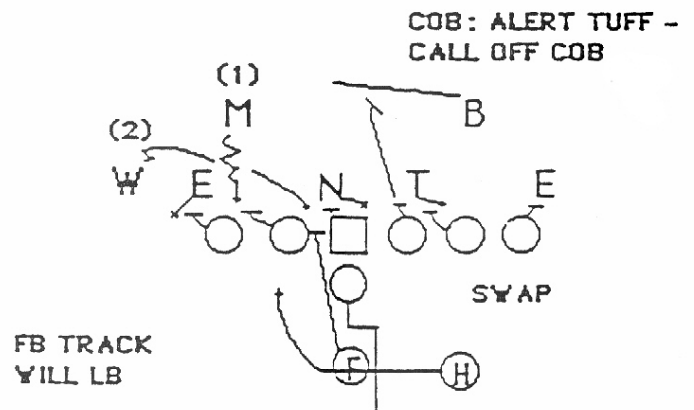


25 WILL IN THE "A" GAP



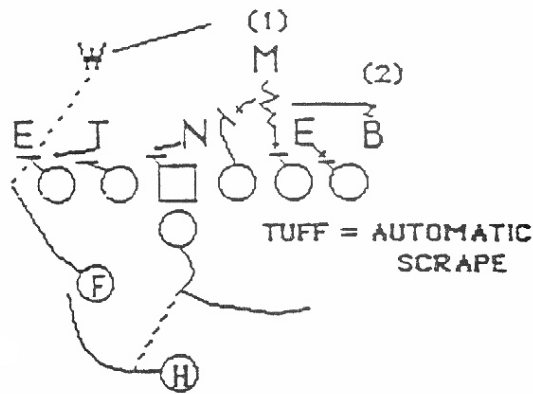
ALERT GAP CALL IF WILL TAKES "A" GAP NOW!

57 M.E.W.

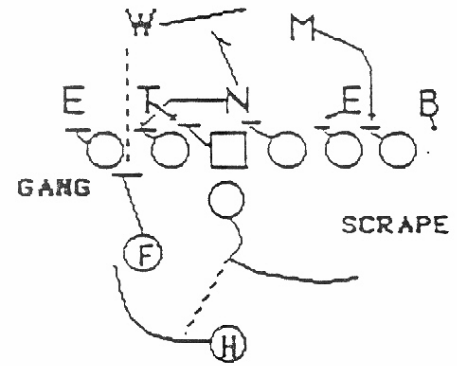


99 TOSS WEAK

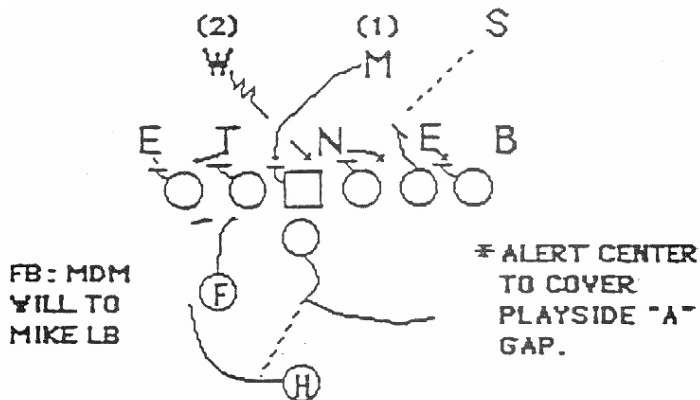
25 M.E.B.



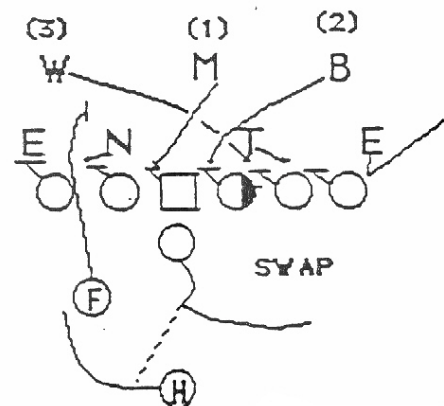
25 MEB , T-N



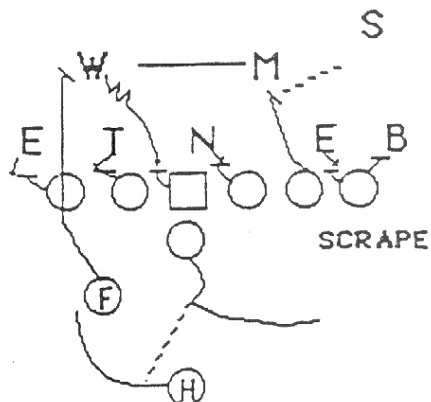
25 "CROSS DOG"



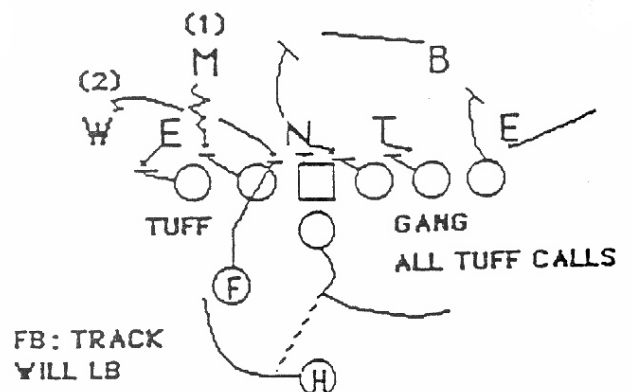
49 "CASINO"



25 WILL IN THE "A" GAP

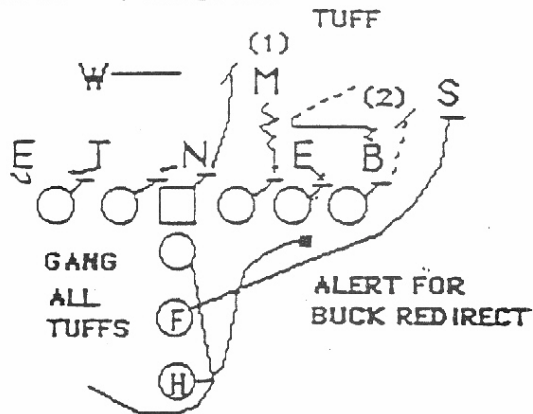


57 M.E.W.

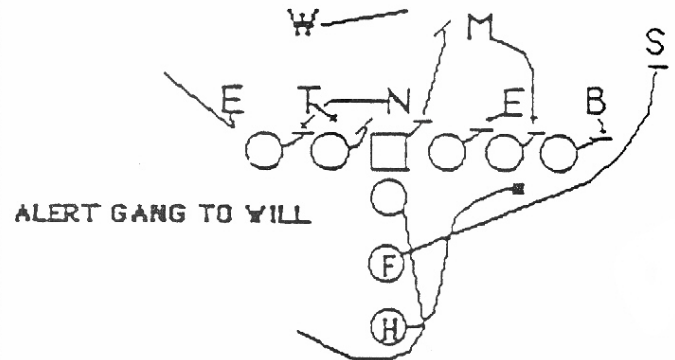


96 BOUNCE SOLID

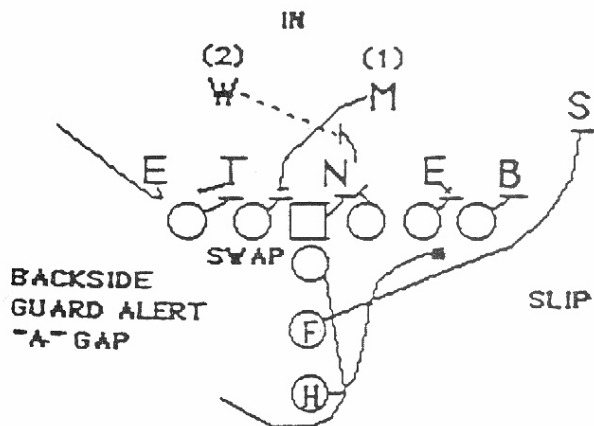
25 M.E.B.



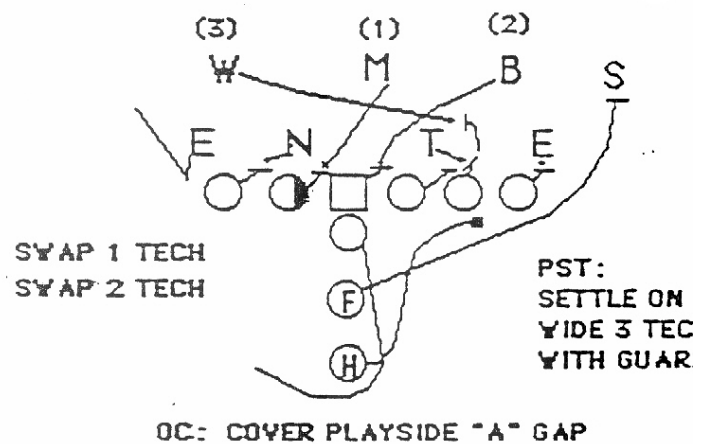
25 MEB, T-N



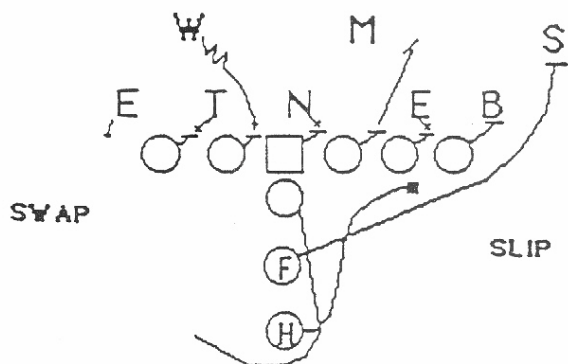
25 "CROSS DOG"



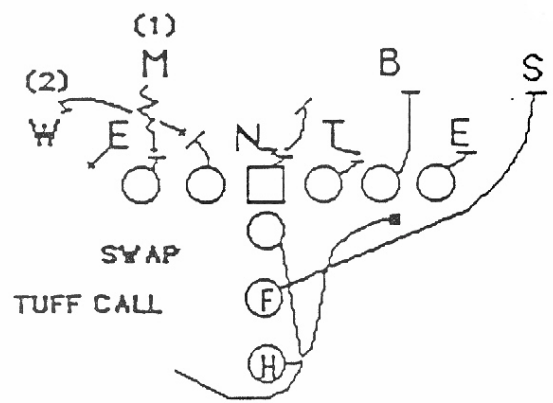
49 "CASINO"



25 WILL IN THE "A" GAP

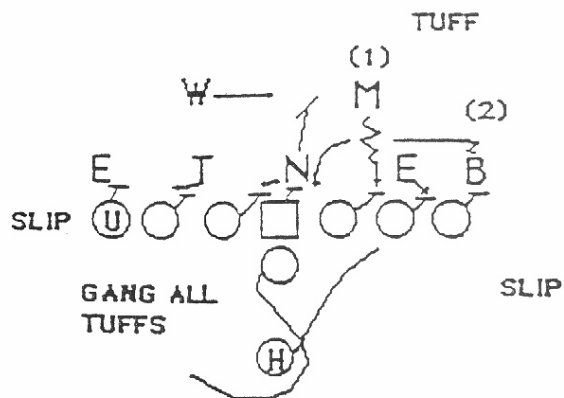


57 M.E.W.

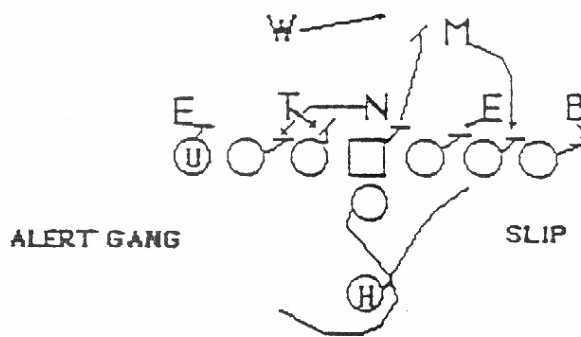


68 HANDOFF

25 M.E.B.

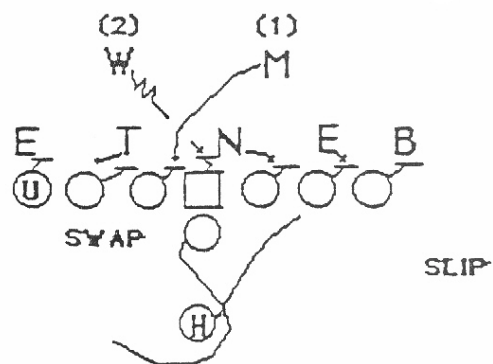


25 MEB, T-N



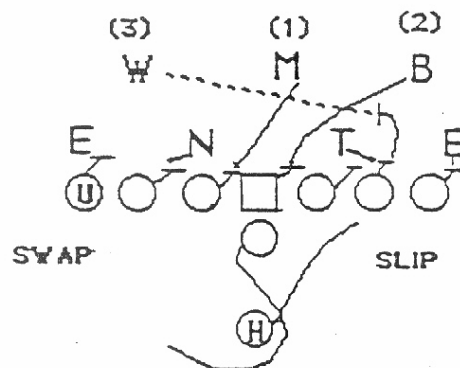
25 "CROSS DOG"

SYAP

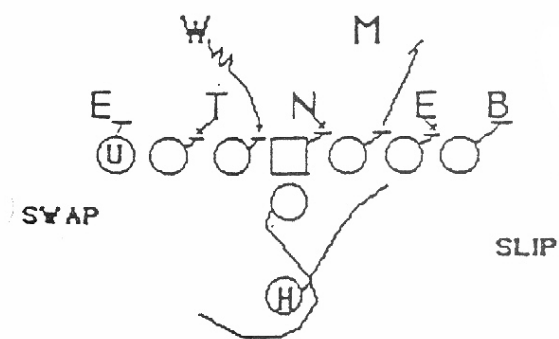


BSG MUST ZONE HIS GAP!

49 "CASINO"

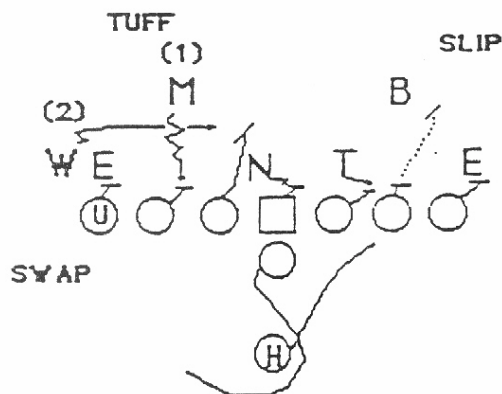


25 WILL IN THE "A" GAP



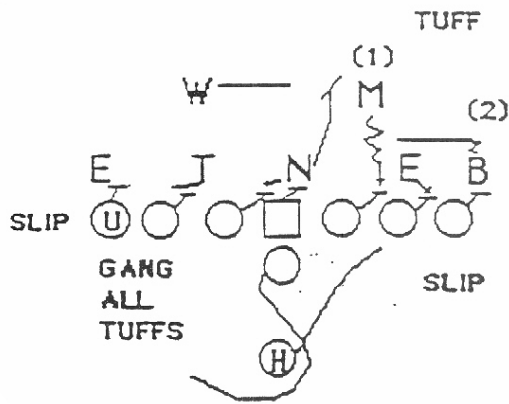
57 M.E.W.

S

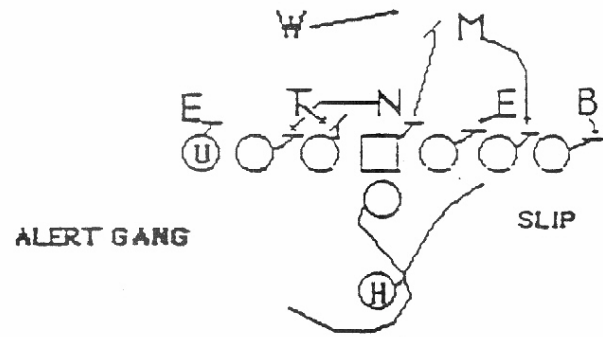


68 HAND OFF SOLID

25 M.E.B.

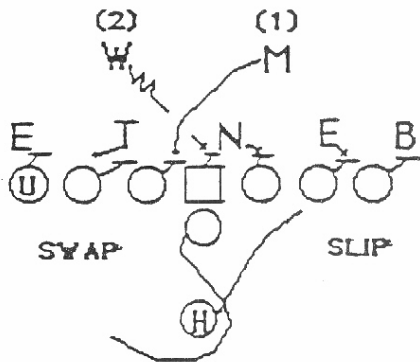


25 MEB, T-N



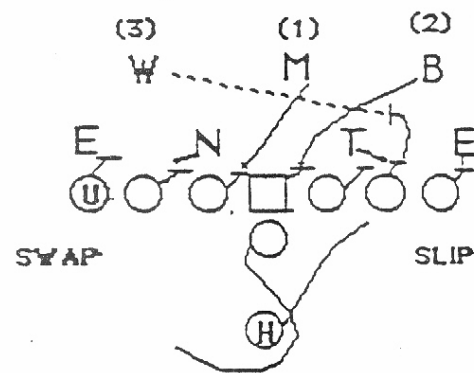
25 "CROSS DOG"

SYAP

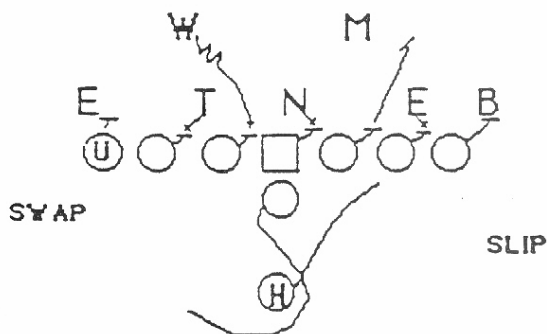


3SG MUST ZONE
HIS GAP!

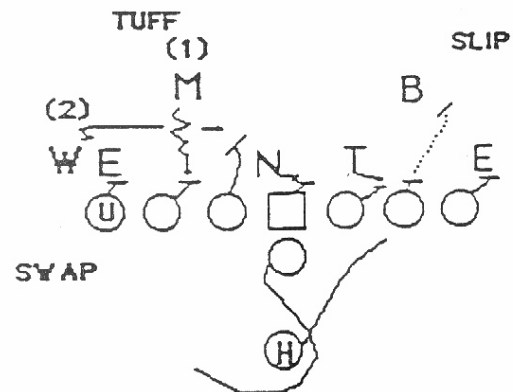
49 "CASINO"



25 WILL IN THE "A" GAP



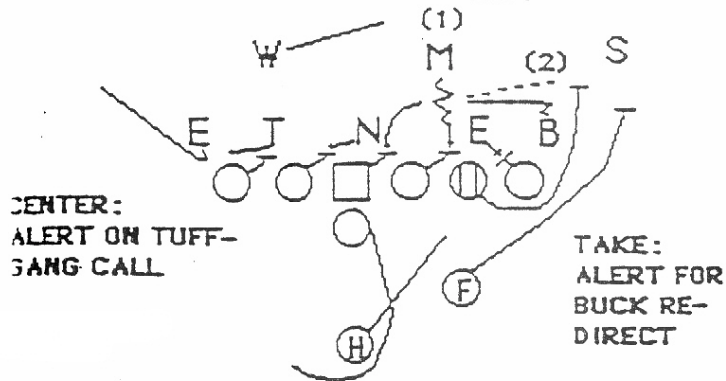
57 M.E.W.



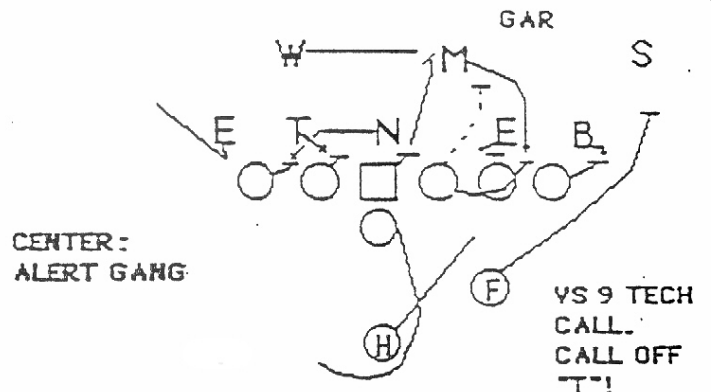
S

96 T SOLID

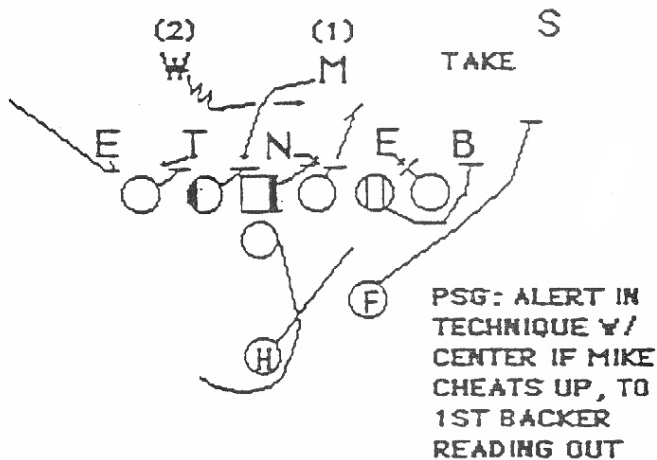
25 M.E.B. GAR TUFF



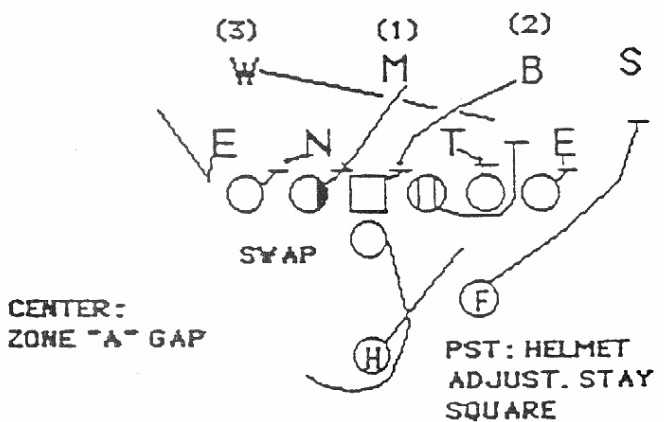
25 MEB, T-N



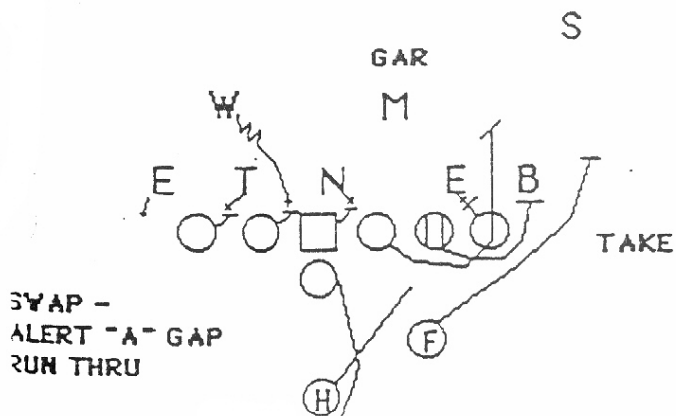
25 "CROSS DOG"



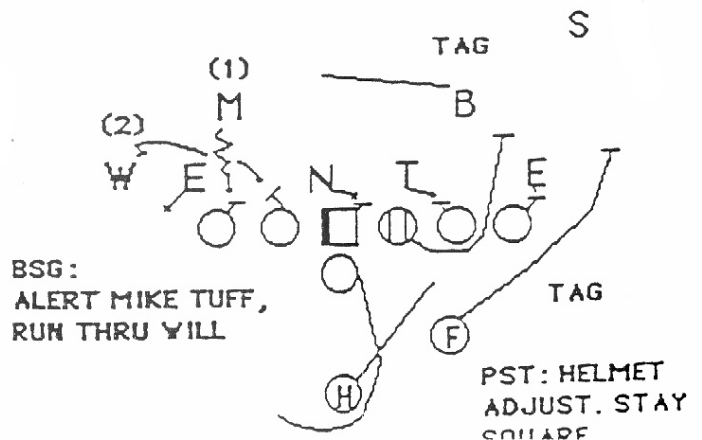
49 "CASINO"



25 WILL IN THE "A" GAP

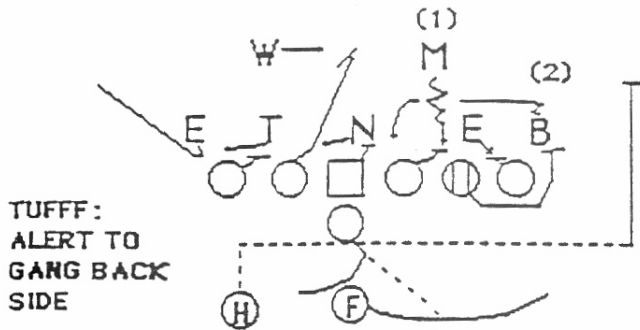


57 M.E.W.

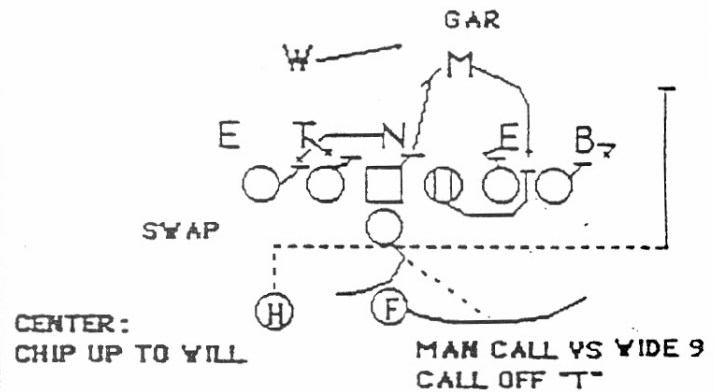


PST: HELMET
ADJUST. STAY
SQUARE

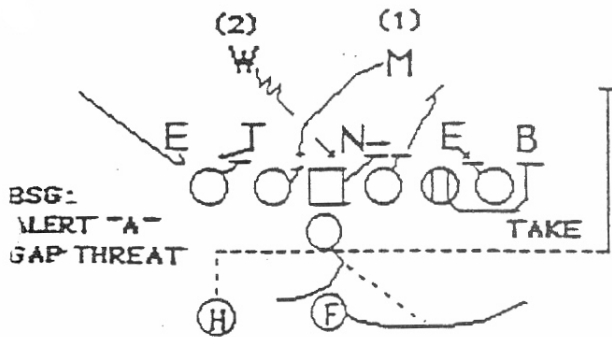
25 M.E.B.



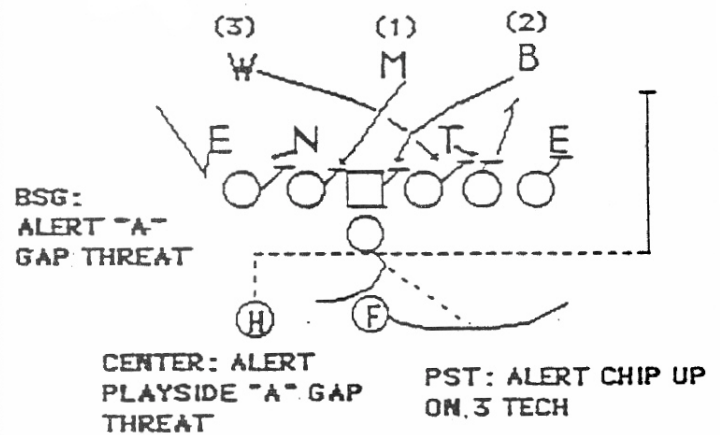
25 MEB, T-N



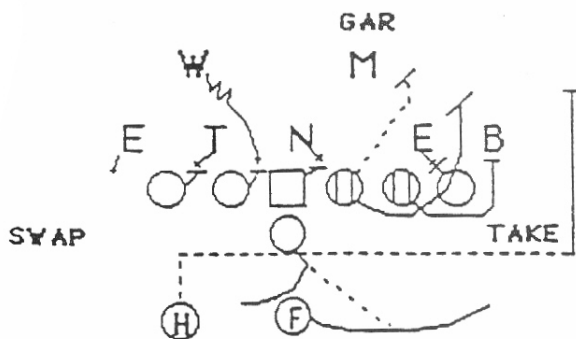
25 "CROSS DOG"



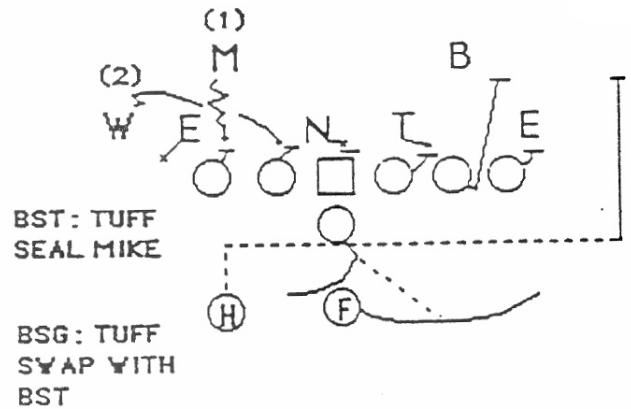
49 "CASINO"



25 WILL IN THE "A" GAP

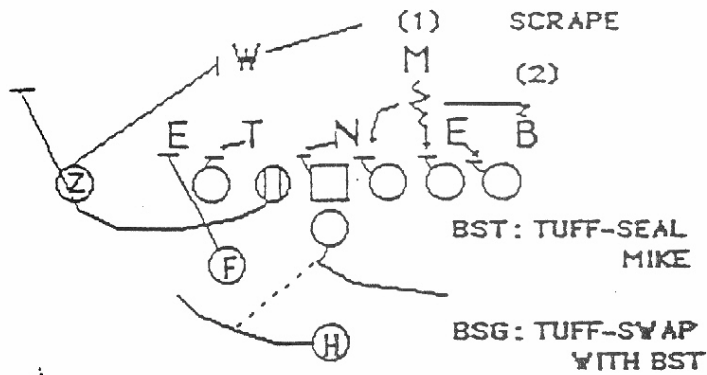


57 M.E.W.

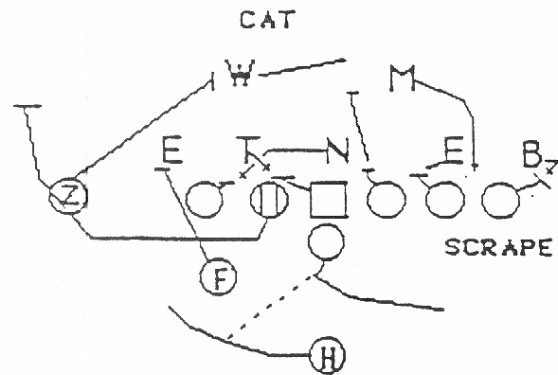


99 TOSS CRACK

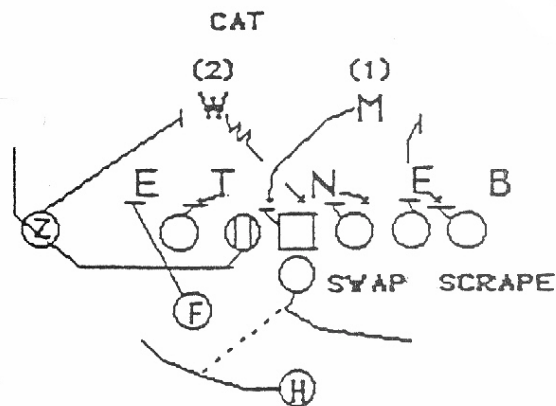
25 M.E.B.



25 MEB, T-N

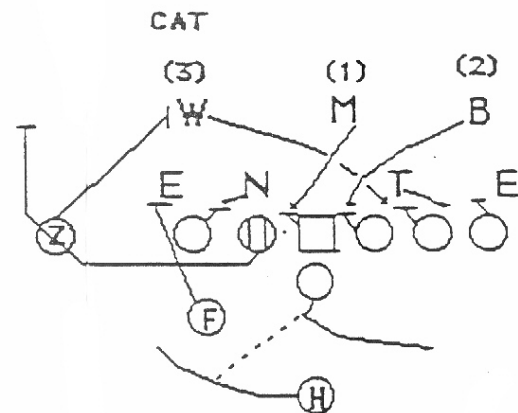


25 "CROSS DOG"

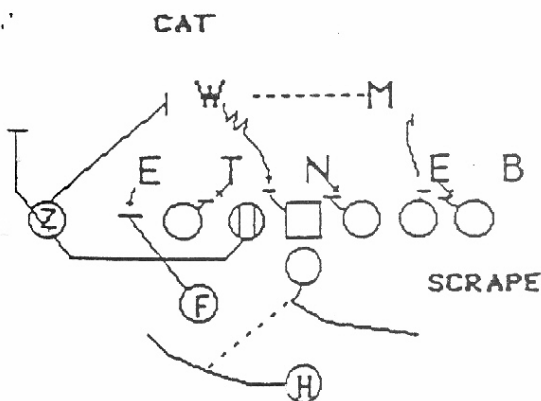


CENTER: ALERT PLAYSIDE "A" GAP

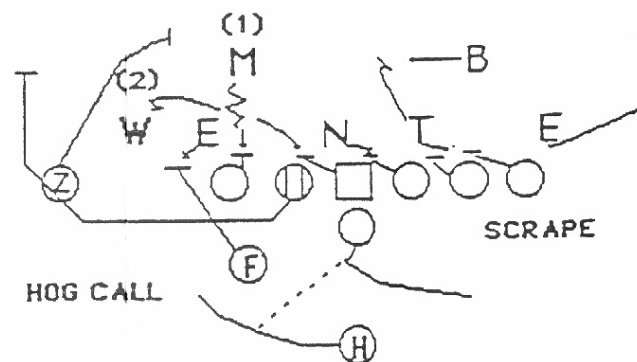
49 "CASINO"



25 WILL IN THE "A" GAP



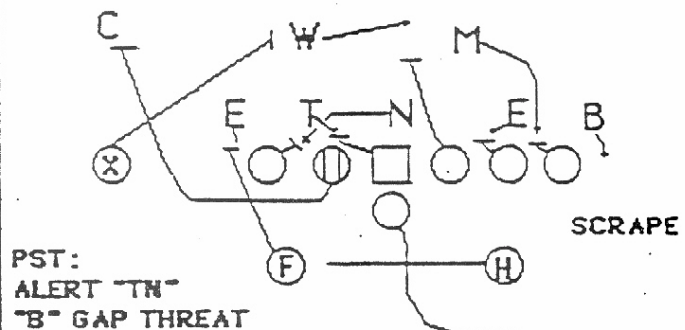
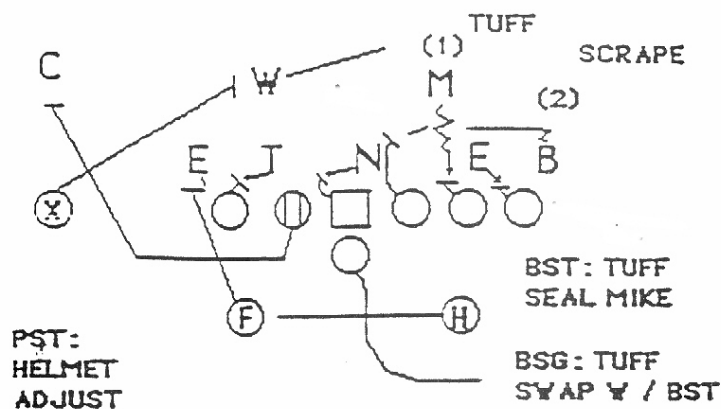
57 M.E.W. (AUDIBLE YS 2 LOOK)



19 HAND OFF CRACK

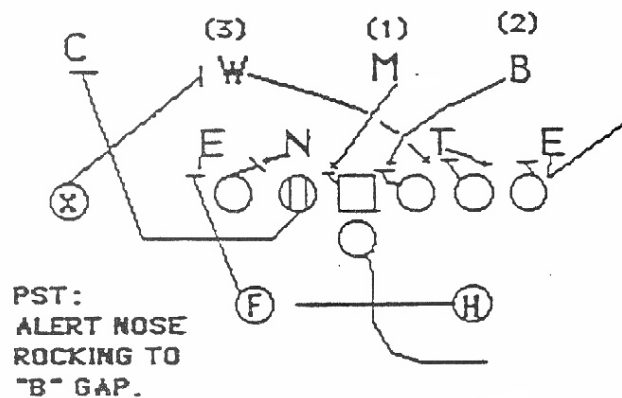
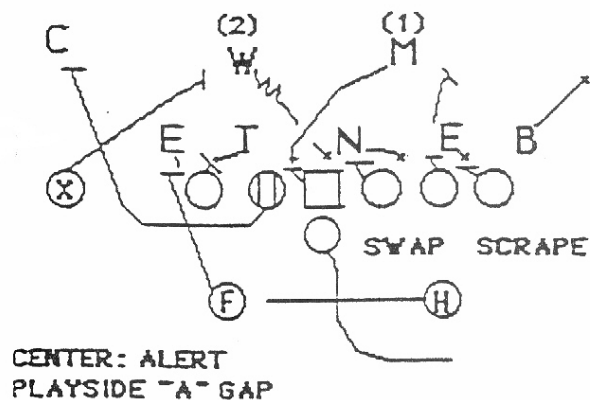
25 M.E.B.

25 MEB, T-N



25 "CROSS DOG"

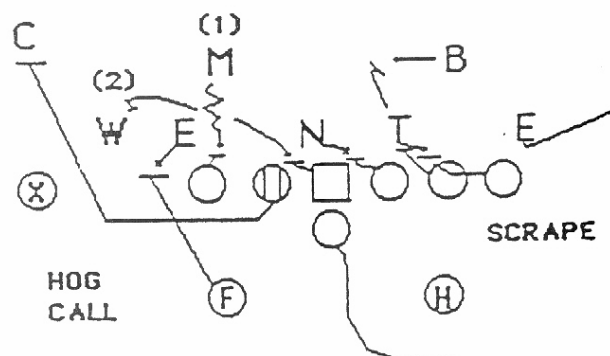
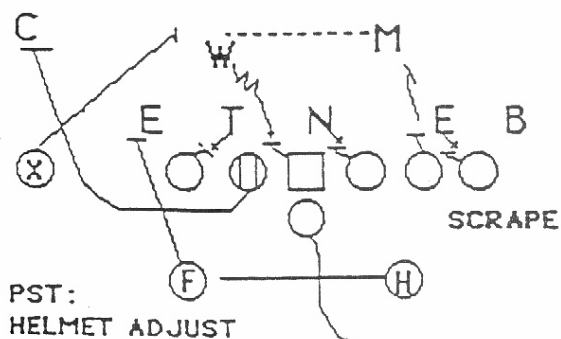
49 "CASINO"



25 WILL IN THE "A" GAP

57 M.E.W.

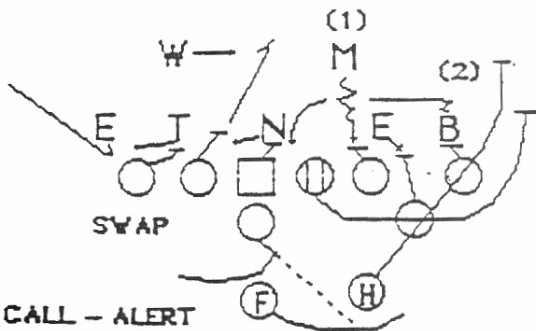
(CHECK OUT VS 2 LOOK)



16 "G" LEAD

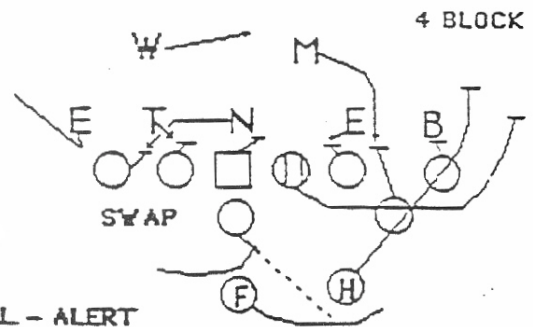
68 STORM TOSS

25 M.E.B.



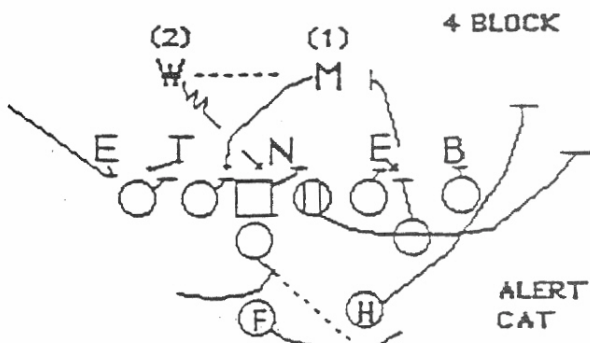
TUFF CALL - ALERT
GANG ON BACKSIDE

25 MEB, T-N



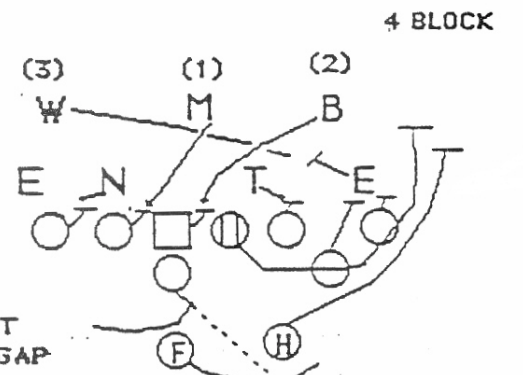
TUFF CALL - ALERT
GANG ON BACKSIDE

25 "CROSS DOG"



BSG - SEAL FIRST
"A" GAP THREAT

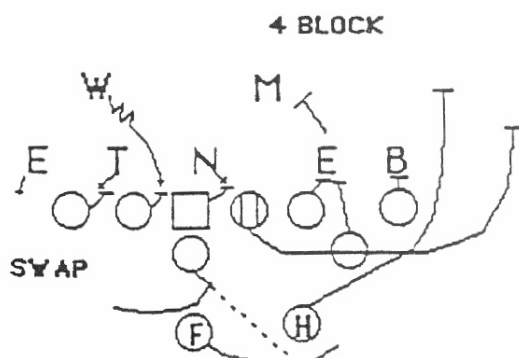
49 "CASINO"



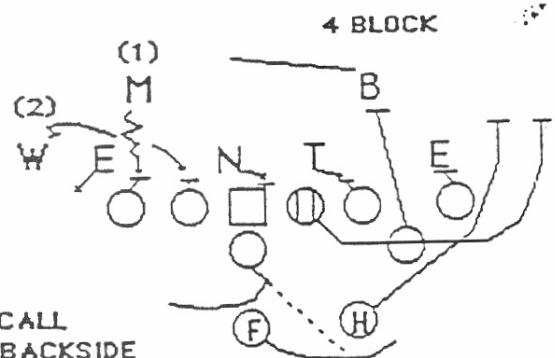
BSG: ALERT
SEAL "A" GAP
THREAT

CENTER: ALERT PLAYSIDE
"A" GAP

25 WILL IN THE "A" GAP



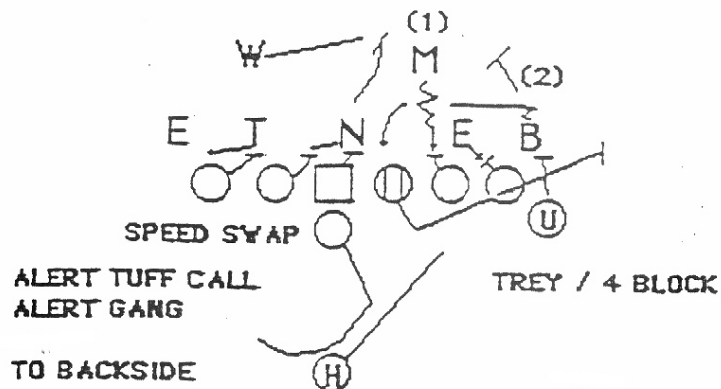
57 M.E.W.



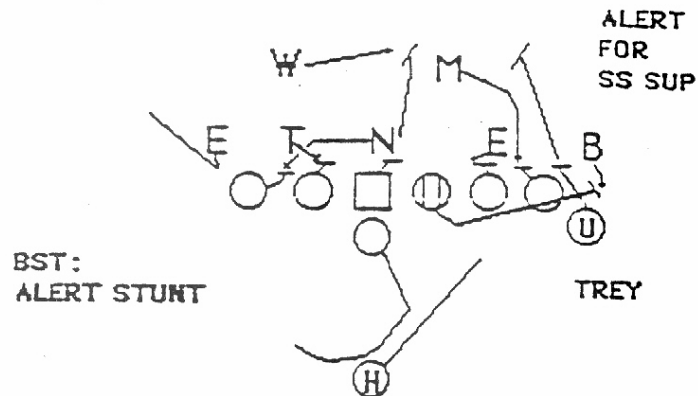
TUFF CALL
SEAL BACKSIDE

96 "A" KING

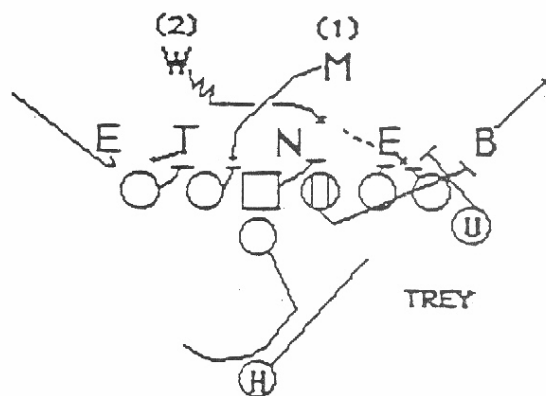
25 M.E.B.



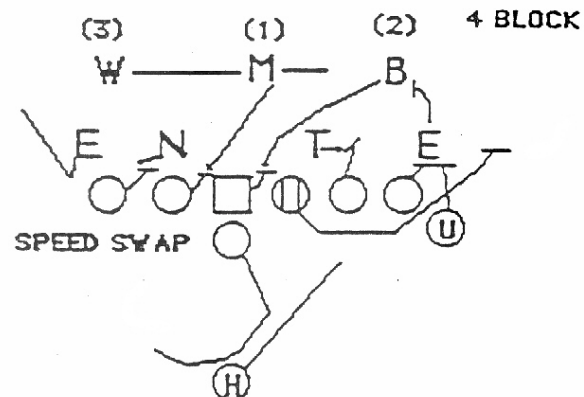
25 MEB, T-N



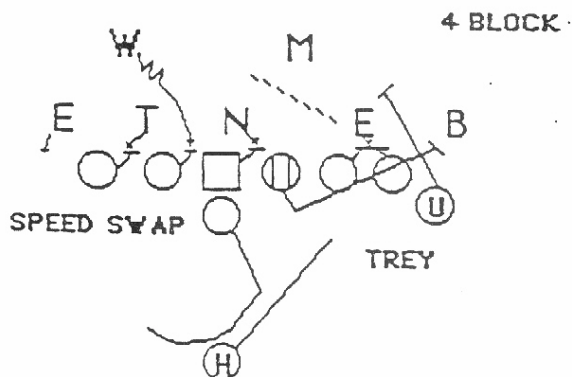
25 "CROSS DOG"



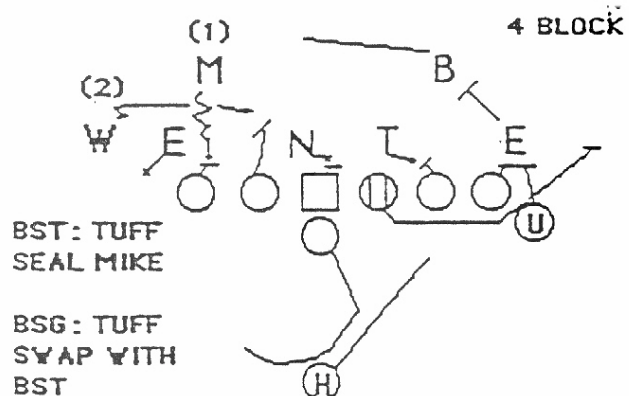
49 "CASINO"



25 WILL IN THE "A" GAP

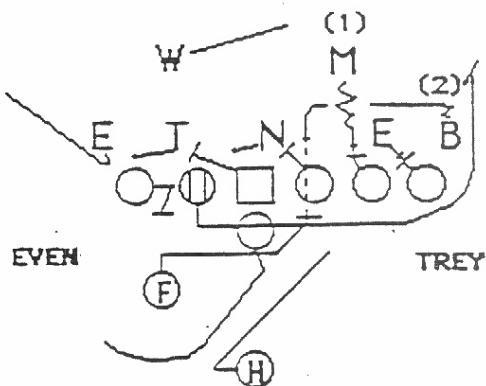


57 M.E.W.

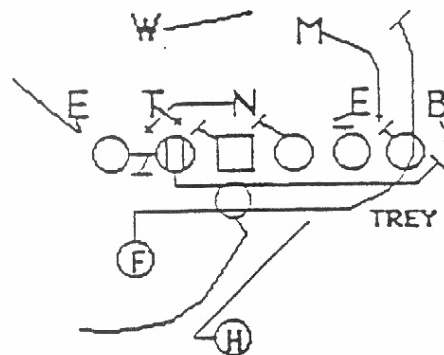


96 F COUNTER

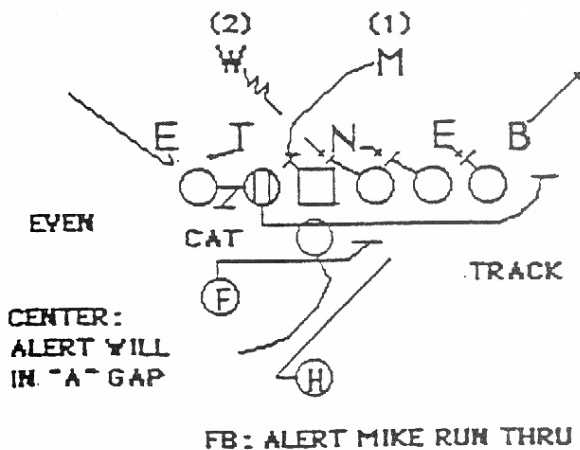
25 M.E.B.



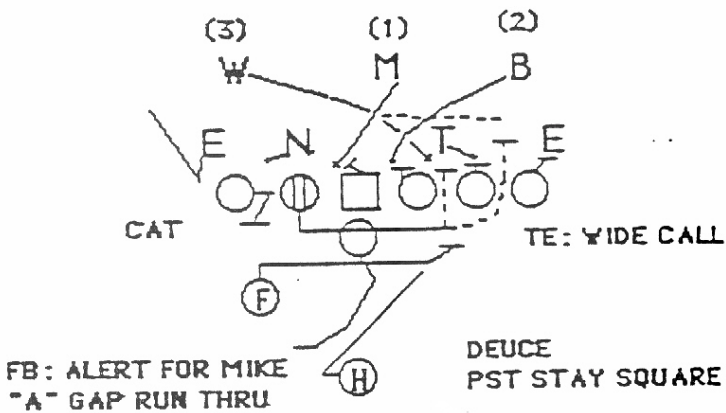
25 MEB, T-N



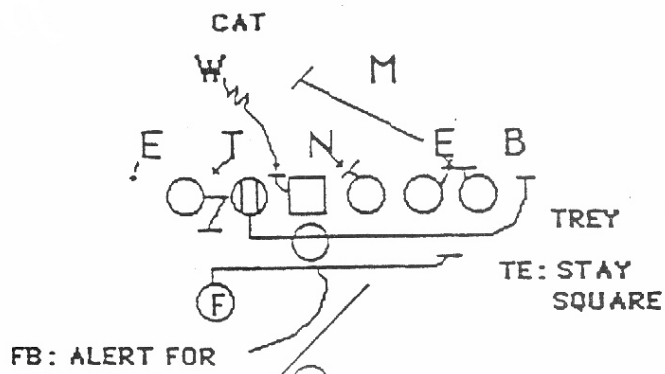
25 "CROSS DOG"



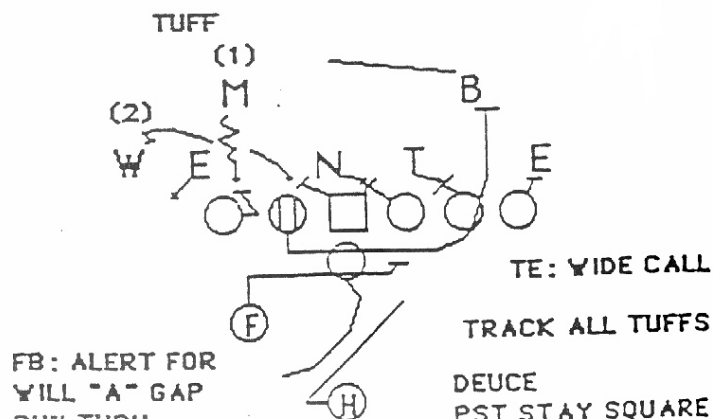
49 "CASINO"



25 WILL IN THE "A" GAP

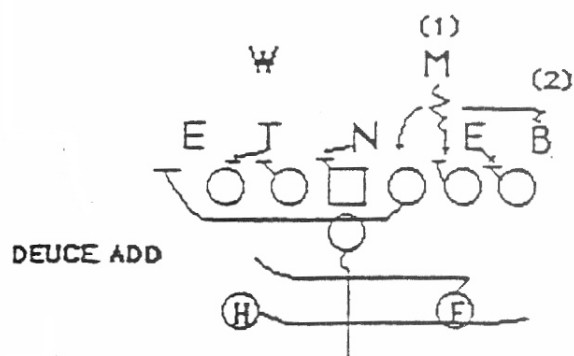


57 M.E.W.

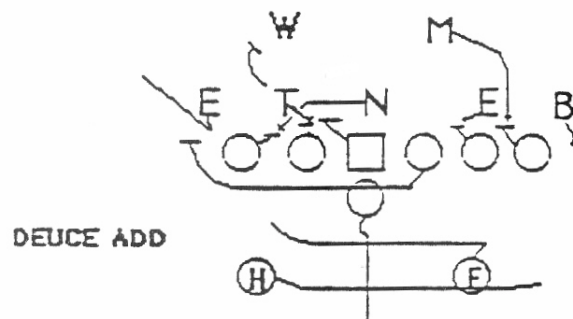


FB 15 CTR HB AWAY

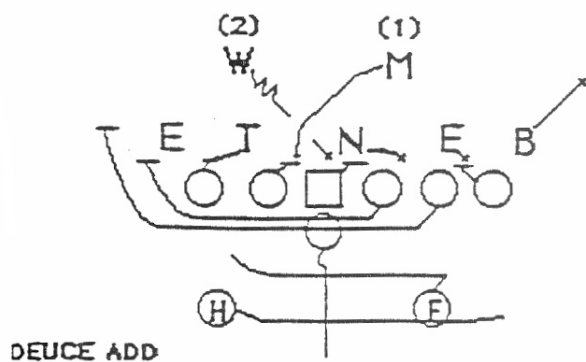
25 M.E.B.



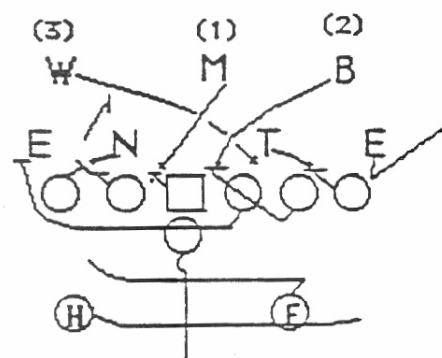
25 MEB, T-N



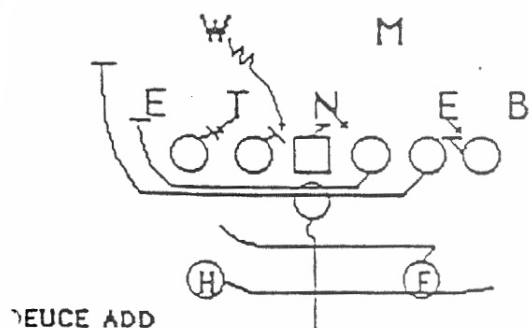
25 "CROSS DOG"



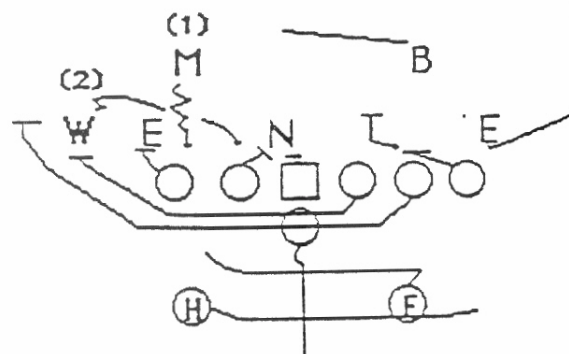
49 "CASINO"



25 WILL IN THE "A" GAP

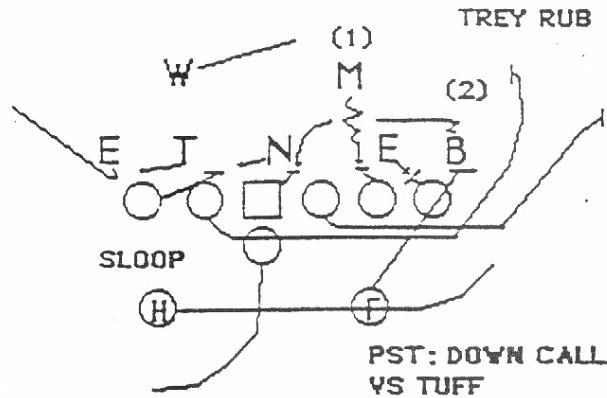


57 M.E.W.

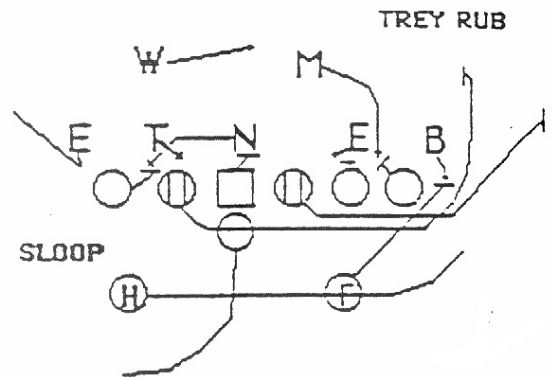


18 BOB

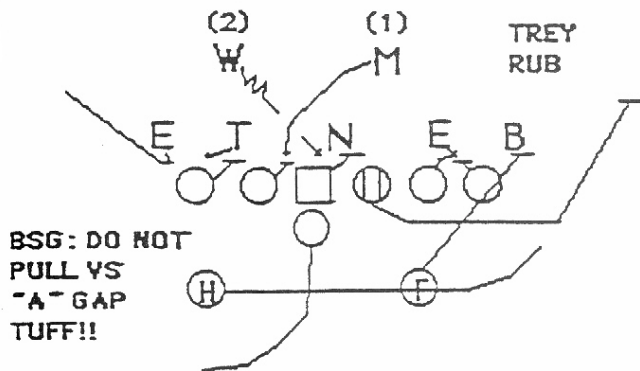
25 M.E.B.



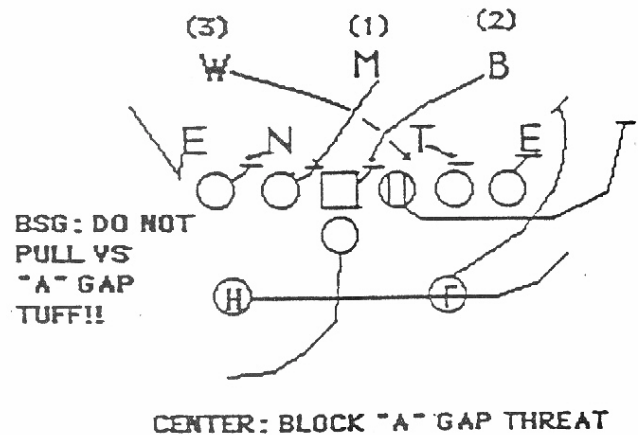
25 MEB, T-N



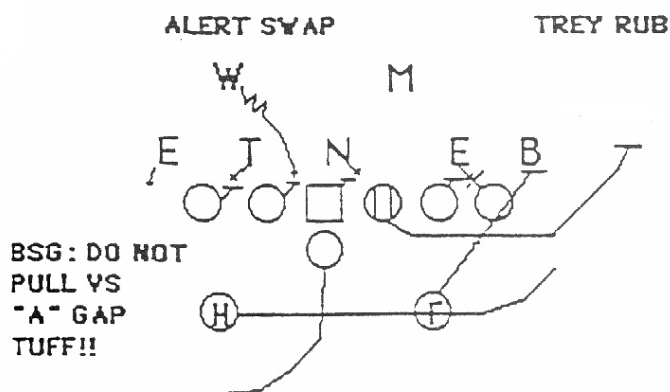
25 "CROSS DOG"



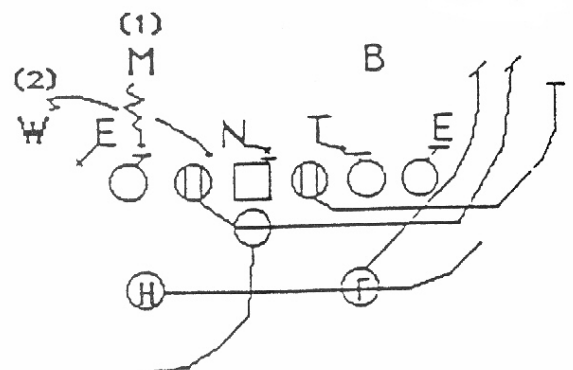
49 "CASINO"



25 WILL IN THE "A" GAP



57 M.E.W.



"FREDDY"

This is a surprise NO huddle situation. It's a ONE play occasion. A spontaneous surprise change of tempo to the defense. We make a big play, we attack again while they are reeling.

PROCEDURE:

1. The "F" in "FREDDY" stands for "FAST." In other words, HURRY UP.
2. After a big play (15 yards or more) QB will immediately look to the bench at the Head Coach. IF he signals for a "FREDDY" situation, he'll put both fists together above his head. Get off the ground. Show the urgency to line up.. Be poised.
3. QB will immediately attack the LOS with both of his fists together above his head, yelling "FREDDY, FREDDY."
4. Center and Offensive Line get lined up quickly in 3 (three) point stances. All 5 eligibles (backs, TE's and receivers) muddle toward the ball where you can hear QUICKLY.
5. QB calls out the formation; "Red Right, "Red Right."
" calls the play; "22 Hank, 22 Hank"
6. The snap count is on "NO COLOR" just like the "2 MINUTE DRILL."
7. We need a play from each personnel grouping; we will make 15/+ yard gains in all of our groupings. Expect the "FREDDY SIGNAL" when a teammate rips one off.
8. We'll be simple to start with. There should be NO error here;

| | | |
|----------|---------------------|------------|
| REGULAR: | Red Right or Left | 22-23 Hank |
| ZEBRA | Double Wing Rt/Left | 82-83 Hank |
| "E" | Red Right or Left | 22-23 Hank |
| TIGER | Solo Rt/Left | 22-23 Hank |

DUMMY AUDIBLES:

We call this phase of our snap count "DUMMY" audibles because it's a FAKE or "DUMMY" check. It also makes an offensive player and coaching staff look like a "DUMMY" if someone blows it.

1. When a quarterback checks in this league, the defense knows it.
2. Sometimes when the offense checks, the defense checks.
3. Sometimes when a QB checks to a particular route, the defense jumps it (especially if they've seen it or heard it.)
4. We need to combat this.

PROCEDURE:

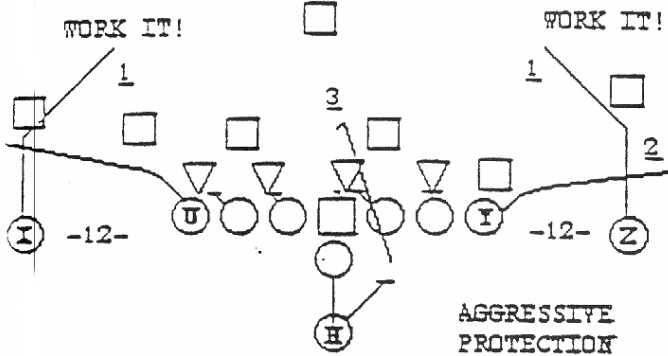
1. The quarterback enters the huddle and announces, "THIS IS A DUMMY AUDIBLE."
2. He then states the play.. "SOLO RIGHT, the PLAY IS 200 JET SLUGGO."
3. He approaches the L.O.S. and audibles.. "BLACK, 200 JET SMOKE, BLACK 200 JET SMOKE, Set-Hurt. (he signals dramatically to the slant).
4. The play is 200 Jet Sluggo..
5. We won't change the play when we are in a "DUMMY" audible situation. That's why the play that is called is generally one that can handle every situation..

TO THINK ABOUT:

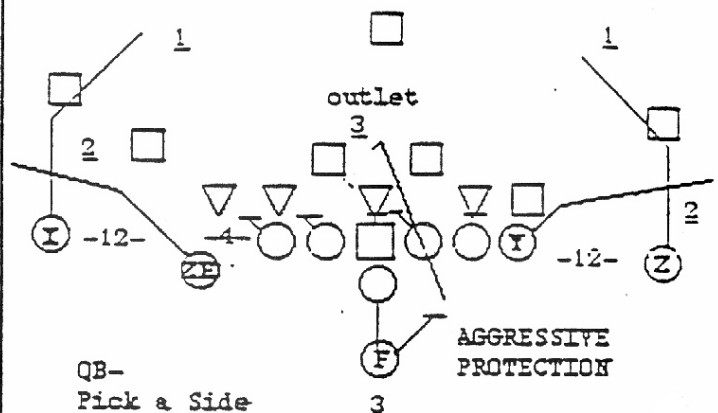
1. WR's and QB's develop "Dummy" Signals.. Shoot a basket, blow a trombone, etc..
2. Do this on runs and miscellaneous plays.. Every time we check we aren't signalling if this is the case.

(T) SOLO RIGHT
200 JET SMOKE

LUGGO
ALERT!

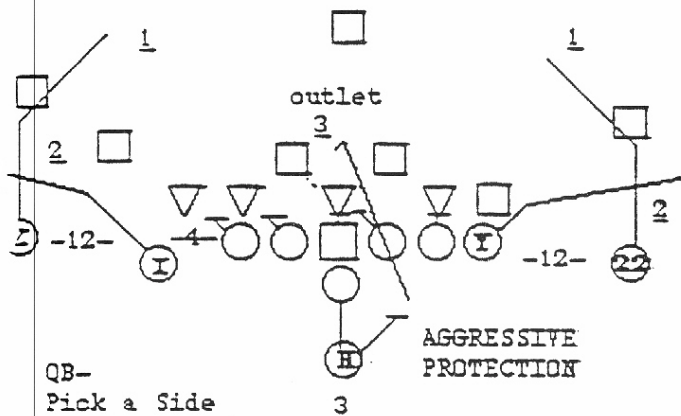


(ZEB) DOUBLE WING RIGHT
200 JET SMOKE
SLUGGO
ALERT!

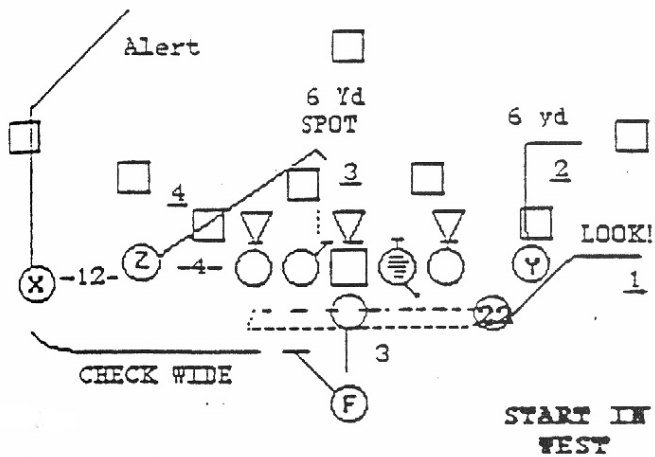


(ROCK) HARVEY FAR WEST RIGHT ZOOM
200 JET SMOKE

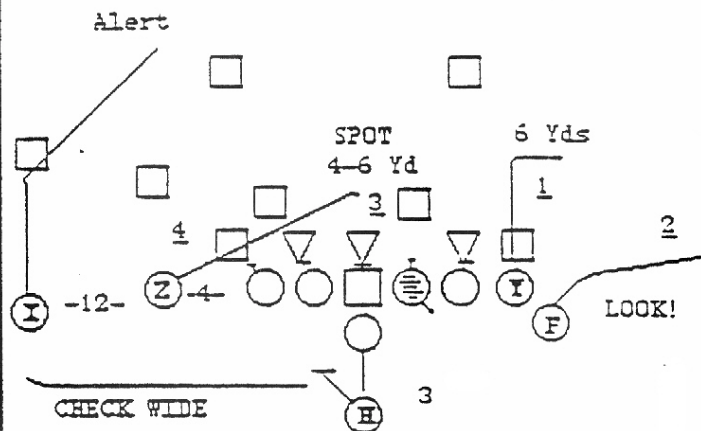
LUGGO
ALERT!



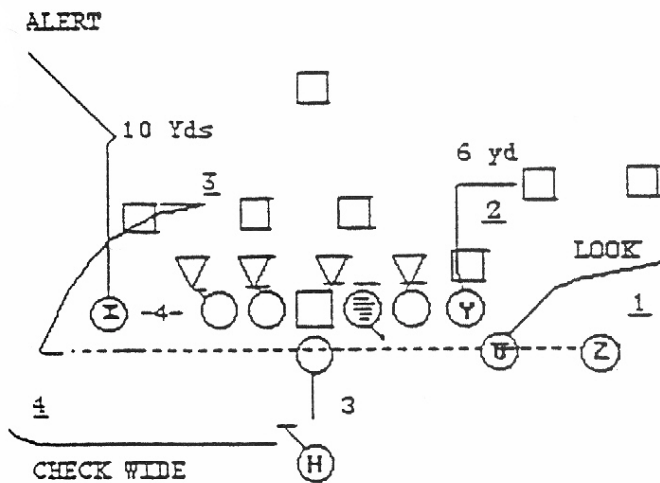
(PAT) EAST RIGHT SLOT "U" COUNTER MOTION
372 "Y" STICK
(POSSIBLE TIGER)



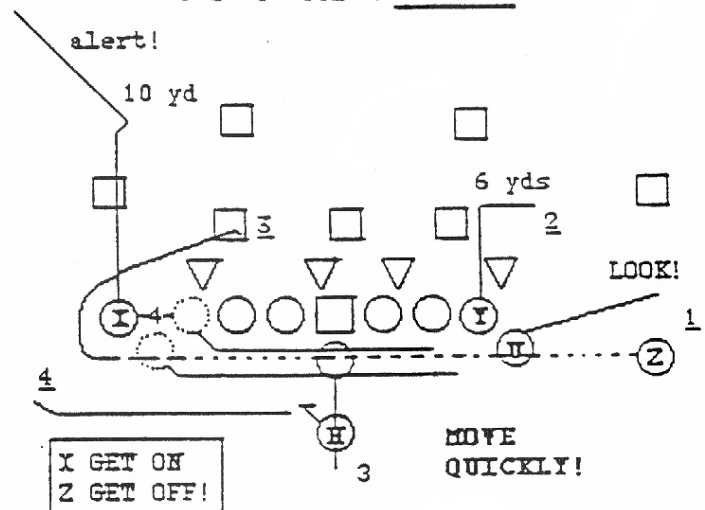
(T/PAT) "SHIFT TO" WEST RIGHT SLOT
372 "Y" STICK



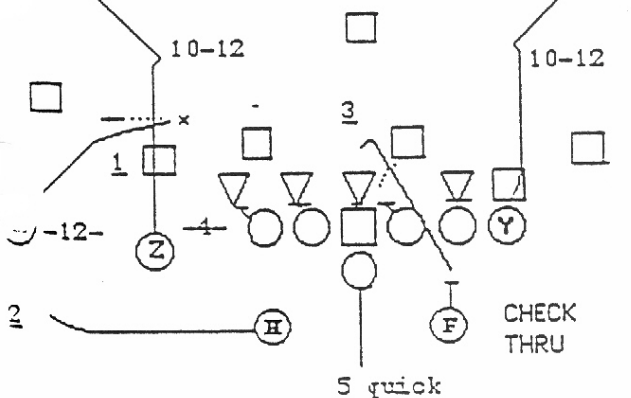
(T)(PAT)(ZEB) WEST RIGHT "F" LEFT
372 "Y" STICK "Z" SPOT



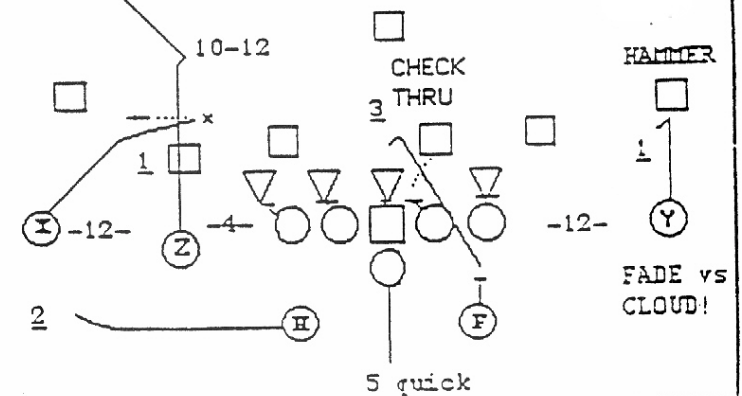
(T/PAT) "MOVE TO" WEST RIGHT "F" LEFT
372 "Y" STICK "Z" SPOT



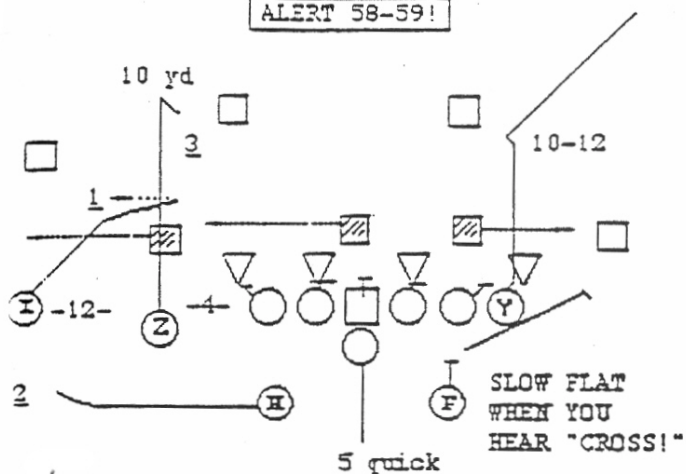
MAN!
RED RIGHT SLOT
20 "X" SPOT
(POSSIBLE SHIFT TO)
ALERT 58-59!



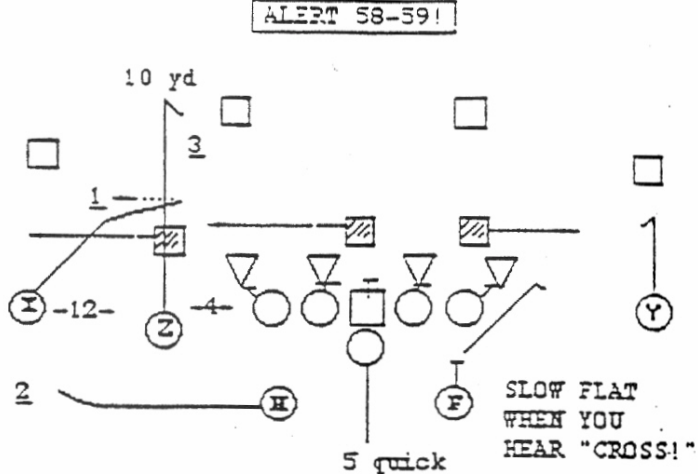
RED RIGHT SLOT OPEN
20 "X" SPOT
(POSSIBLE SHIFT TO)



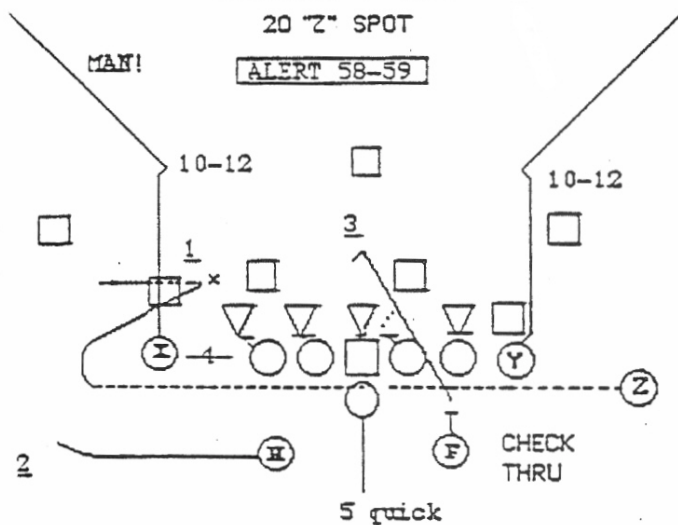
ALERT 58-59!



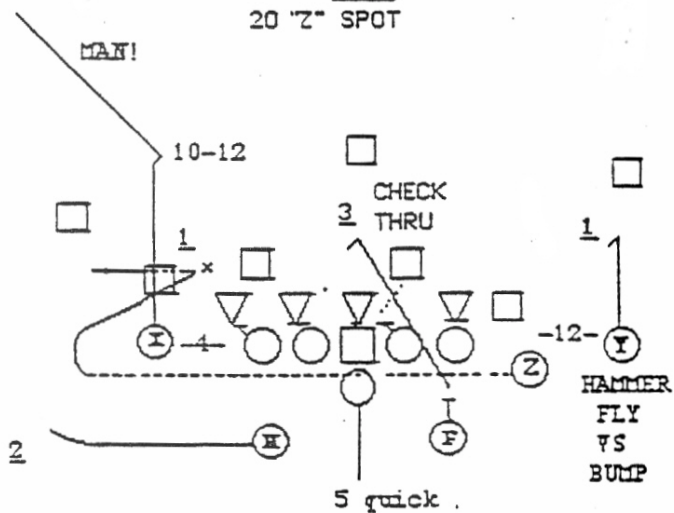
ALERT 58-59!



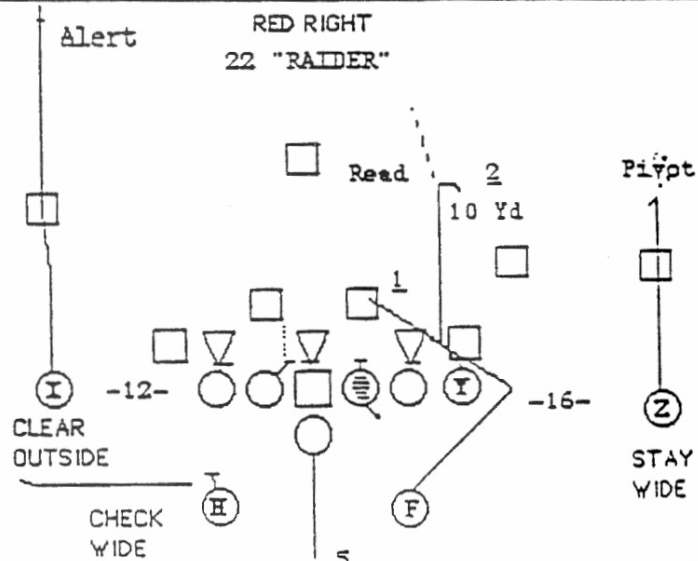
ALERT 58-59



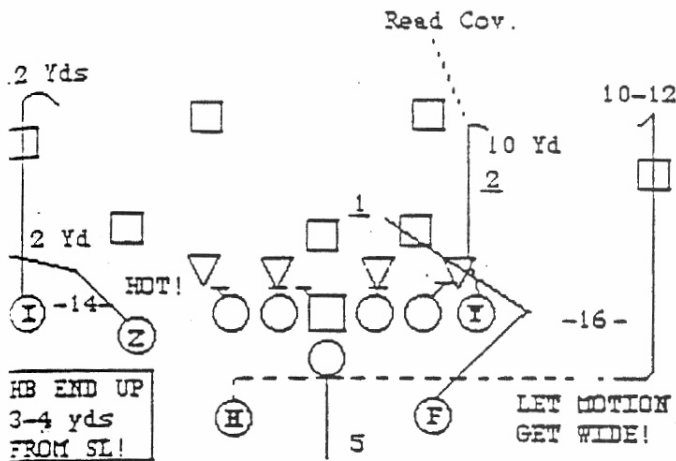
MAN!



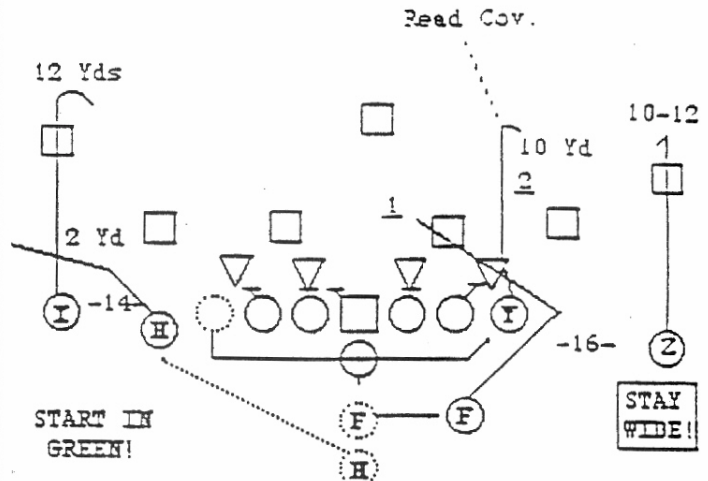
RED RIGHT
22 "RAIDER"



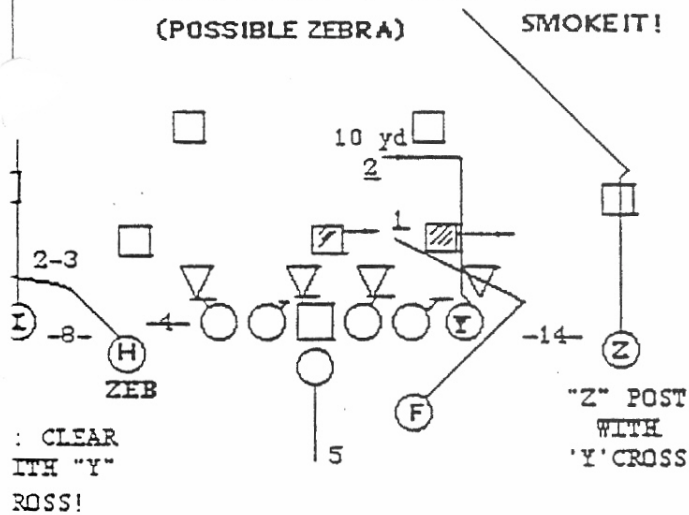
RED RIGHT SLOT "A" RIGHT
22 SCAT RAIDER



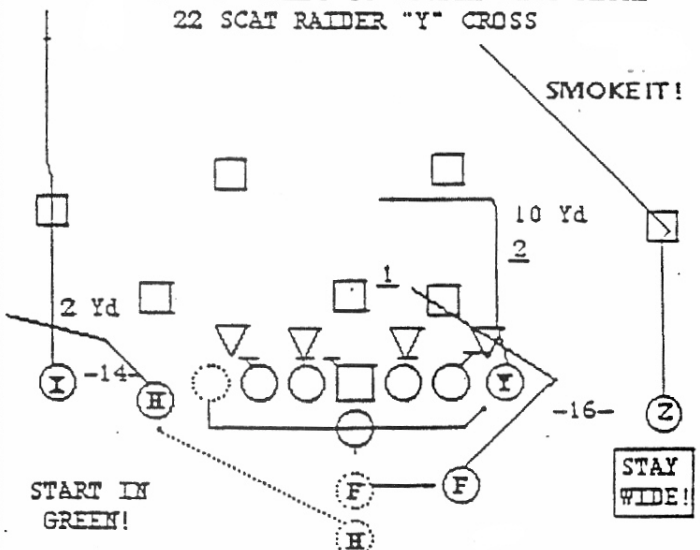
"H & Y" SHIFT TO DOUBLE WING RIGHT
22 SCAT RAIDER



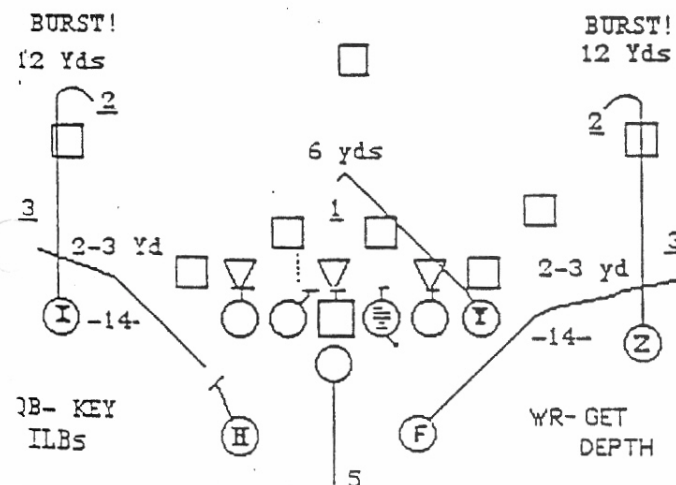
DOUBLE WING RIGHT
22 SCAT RAIDER "Y" CROSS
(POSSIBLE ZEBRA)



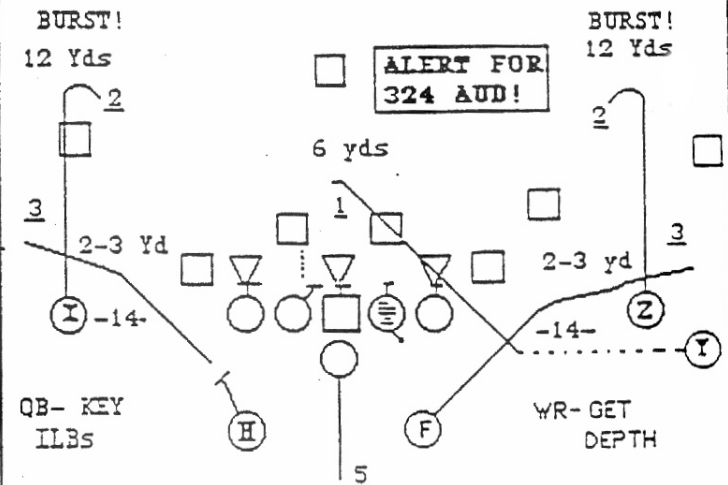
"H & Y" SHIFT TO DOUBLE WING RIGHT
22 SCAT RAIDER "Y" CROSS



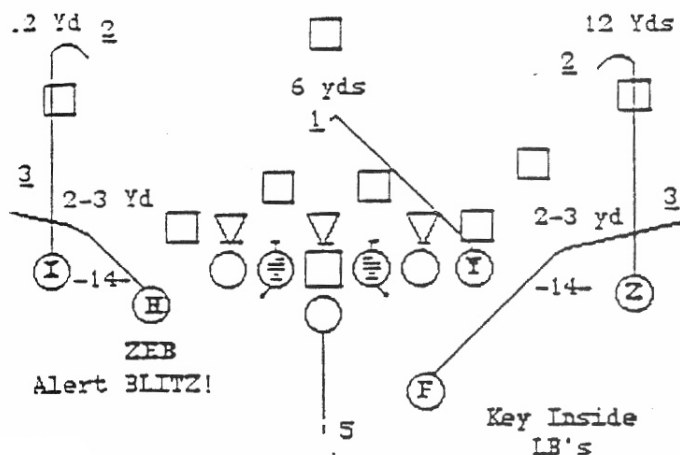
RED RIGHT
22 HANK



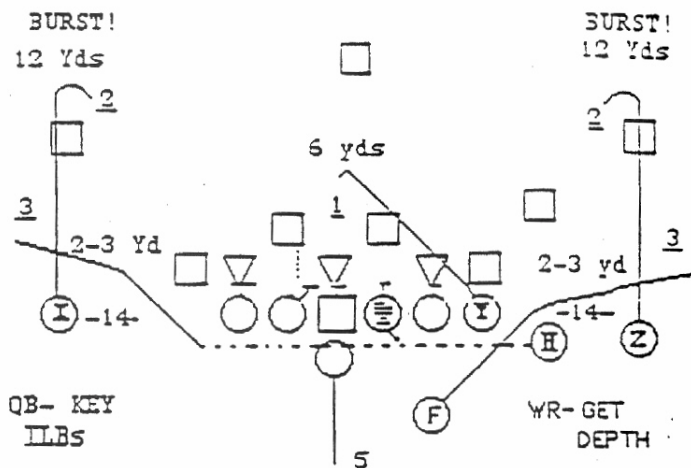
RED RIGHT "Y" SHORT
22 HANK



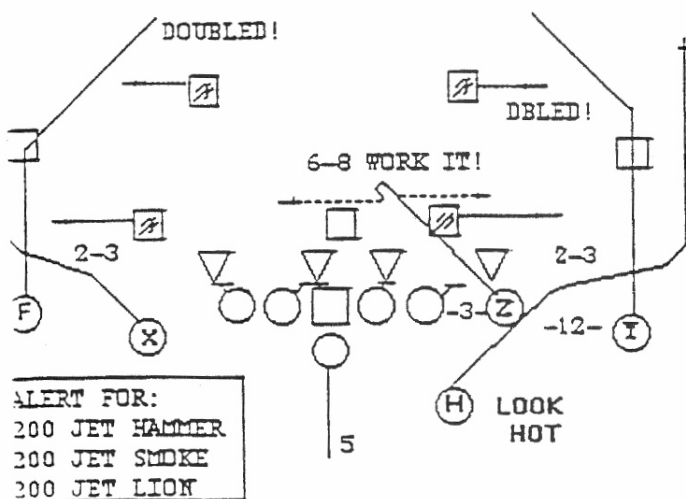
DOUBLE WING RIGHT
22 SCAT HANK
(POSSIBLE "ZEBRA")



TRIPS RIGHT HB LEFT
22 SCAT HANK

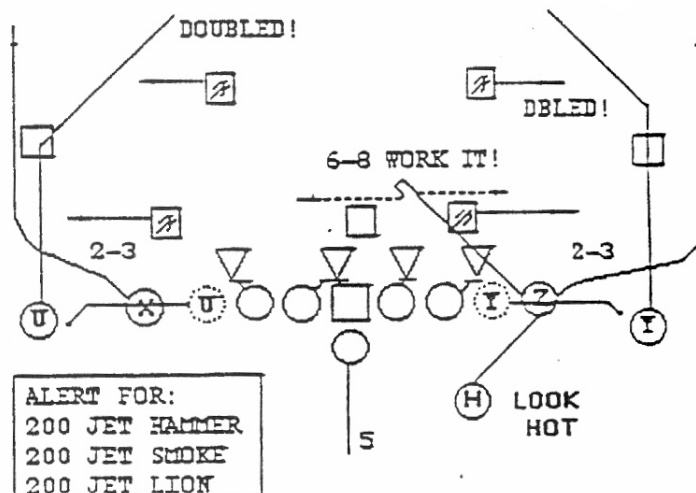


FLEX RIGHT
22 SCAT "Z" OPTION



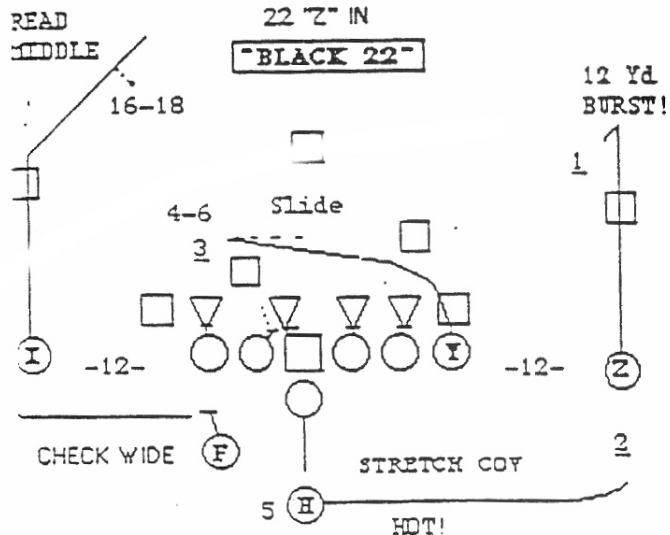
ALERT FOR:
200 JET HAMMER
200 JET SMOKE
200 JET LION

(T) "STEM TO" FLEX RIGHT
22 SCAT "Z" OPTION

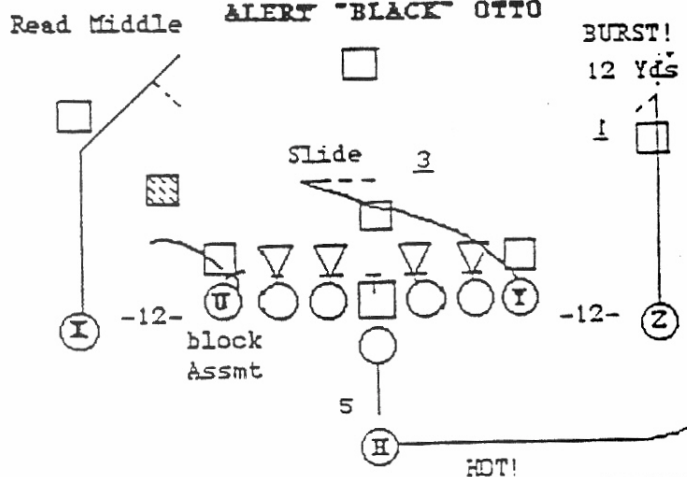


ALERT FOR:
200 JET HAMMER
200 JET SMOKE
200 JET LION

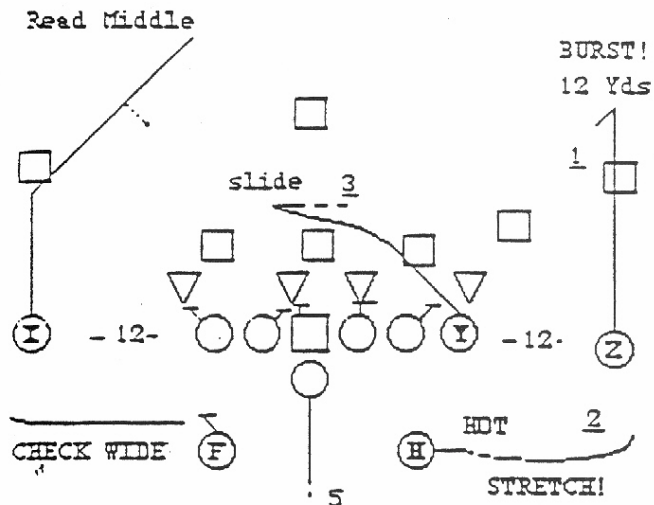
WEAK RIGHT
22 "Z" IN
"BLACK 22"



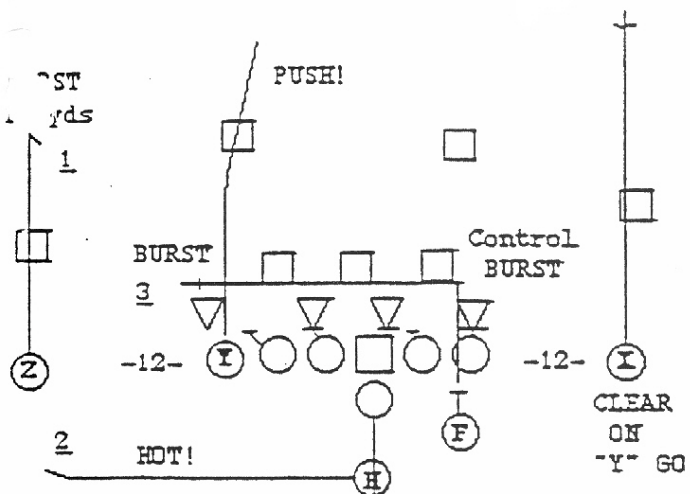
(T) SOLO RIGHT
22 "Z" IN
ALERT "BLACK" OTTO



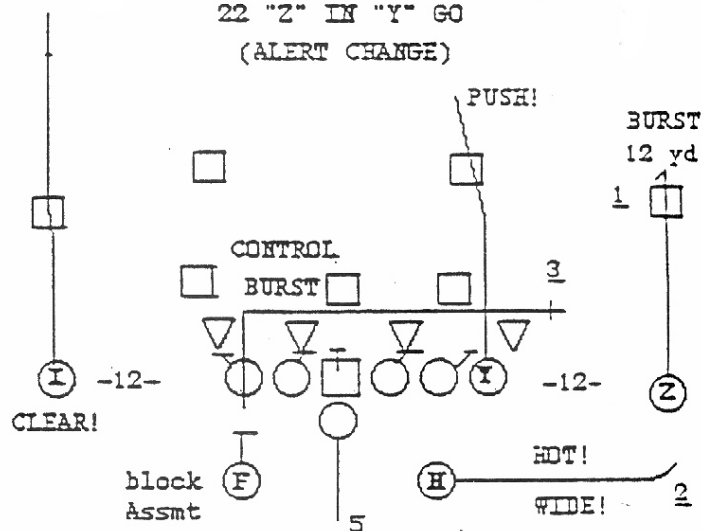
CHANGE RIGHT
22 'Z' IN



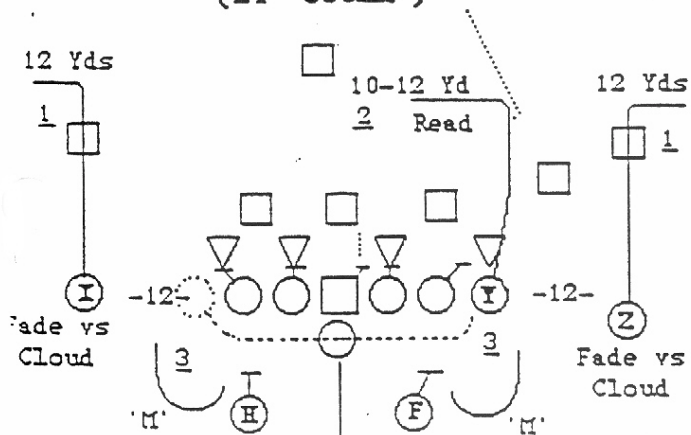
WEAK LEFT
23 'Z' IN 'Y' GO



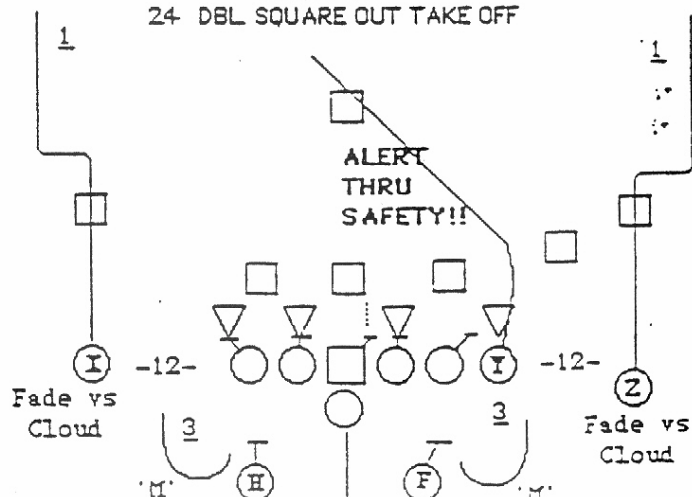
CHANGE RIGHT
22 'Z' IN 'Y' GO
(ALERT CHANGE)



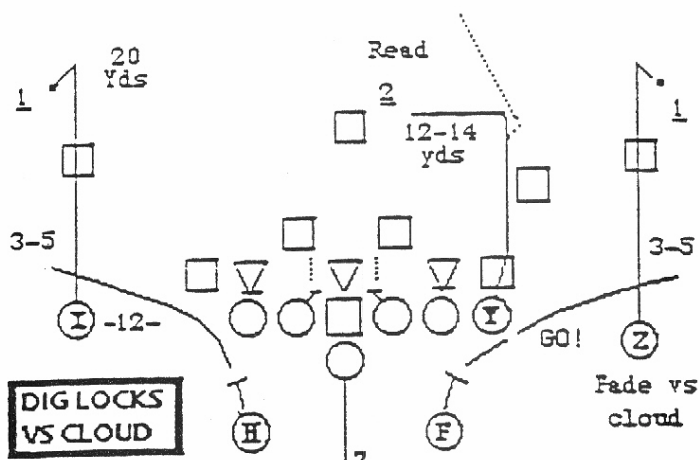
(Y SHIFT TO) RED RIGHT
24 DOUBLE SQUARE OUT
(24 'OSCAR')



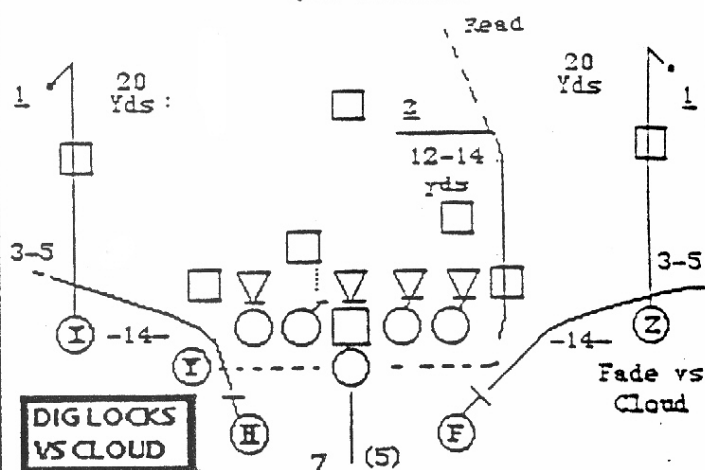
RED RIGHT
24 DBL SQUARE OUT TAKE OFF



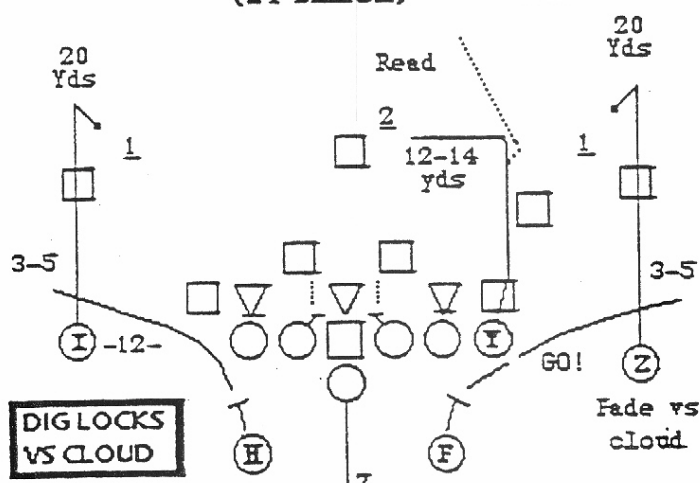
RED RIGHT
24 DOUBLE COMEBACK
(24 CASPER)



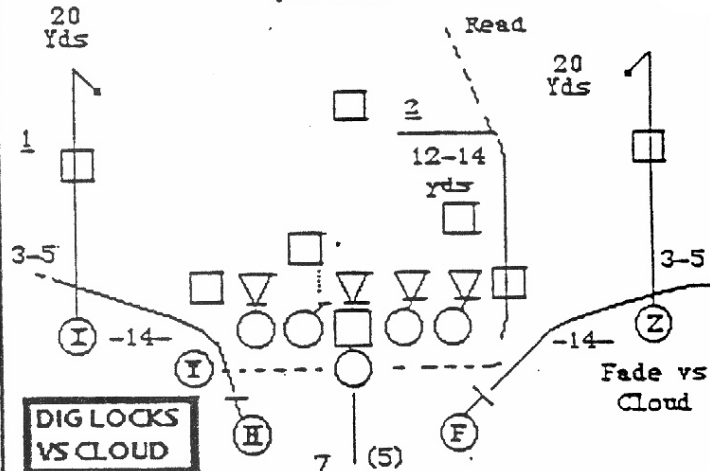
RED RIGHT "Y" MOTION
24 DOUBLE COMEBACK
(24 CASPER)



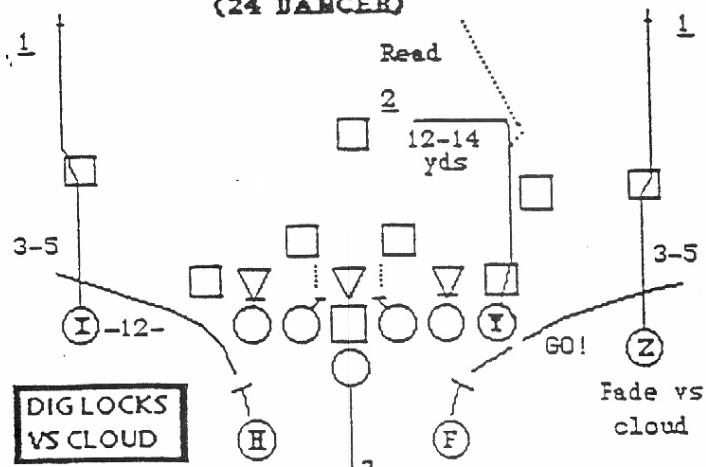
RED RIGHT
24 DOUBLE DIG
(24 DEMON)



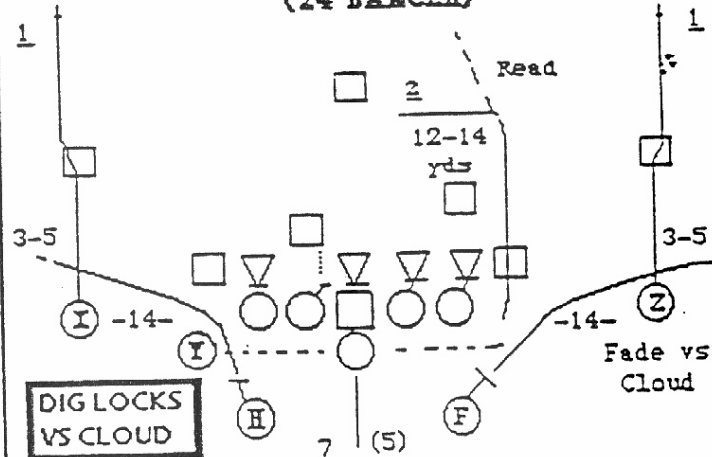
RED RIGHT "Y" MOTION
24 DOUBLE DIG
(24 DEMON)



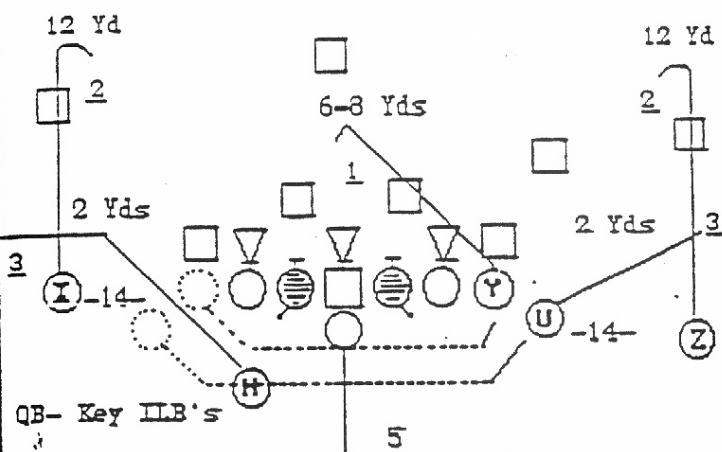
RED RIGHT
24 DOUBLE GO
(24 DANCER)



RED RIGHT "Y" MOTION
24 DOUBLE GO
(24 DANCER)

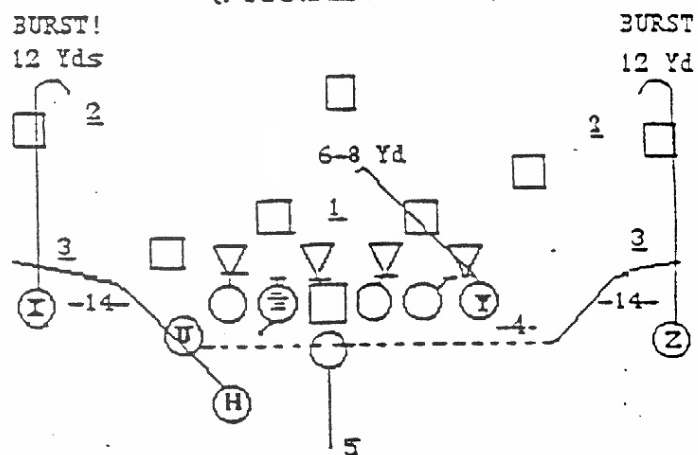


(T) MOVE TO WEST RIGHT
72 SCAT HANK



(T) SOLO RIGHT "U" RIGHT
72 SCAT HANK

(POSSIBLE PATRIOT)



[illegible]

Clear Outside

BROWN RIGHT 'A' RIGHT
2 JET FLANKER DRIVE

Alert

12 Yds

2

4-6 Yds

1

Read

10 Yd

3

4

2

Y GOES FIRST!

Y- Outside Release

7

Z SET FLANKER DRIVE HB CORNER

Alert

Read

-14-

Clear

12 Yds

1-6 Yds

outlet

22

7

2

3

4

26

Roll it

READ

12-14

Roll it

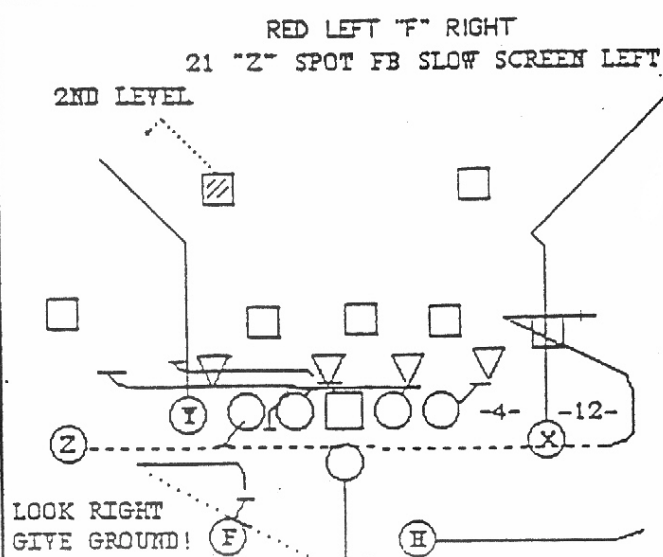
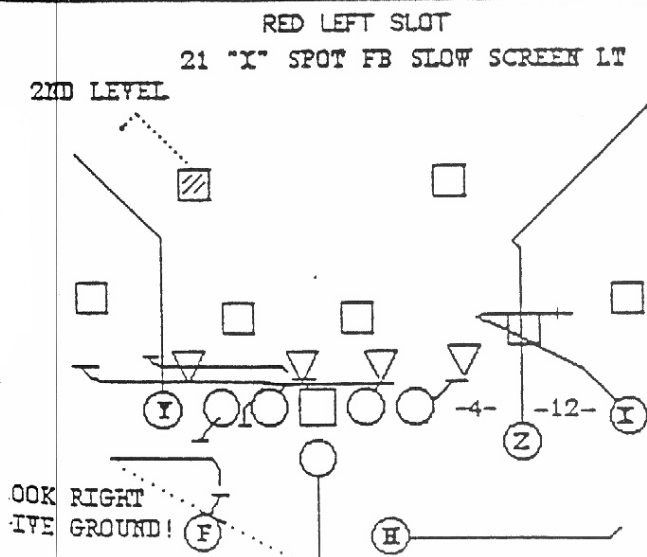
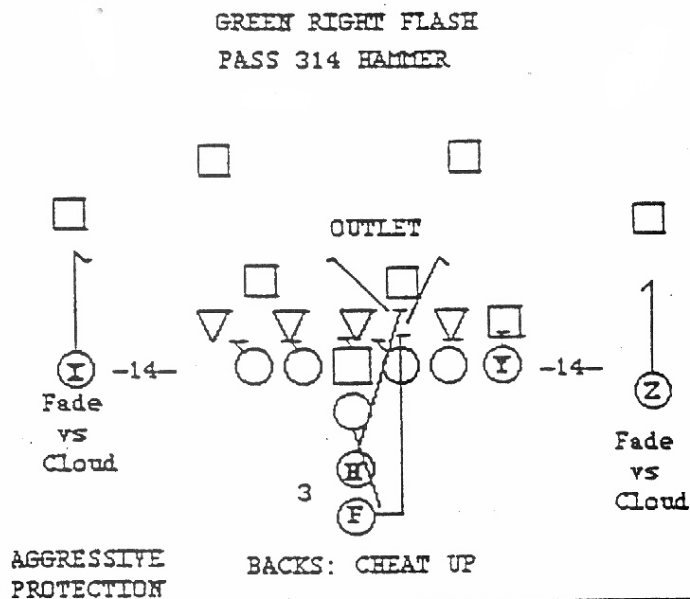
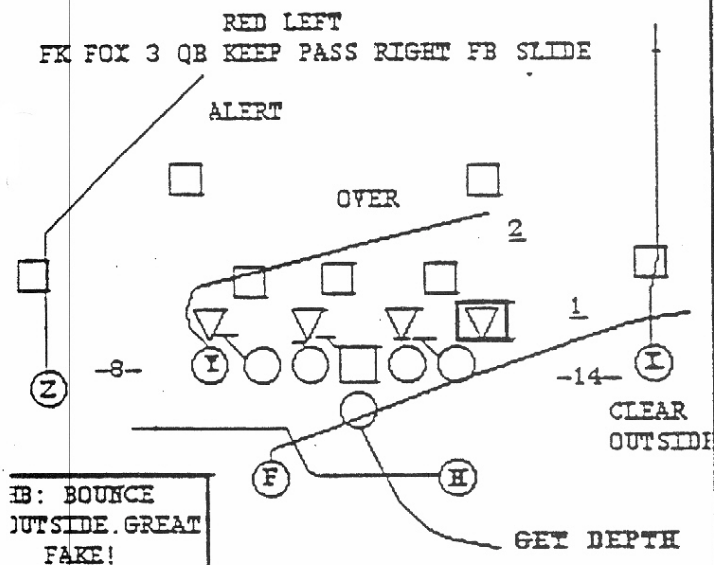
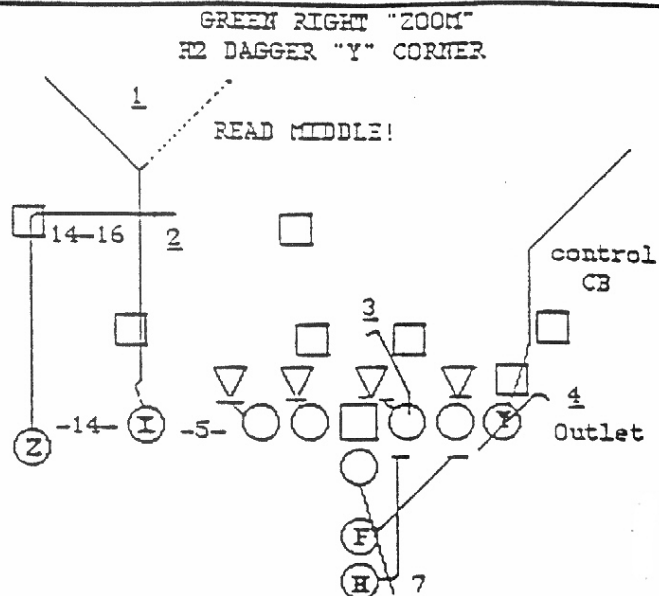
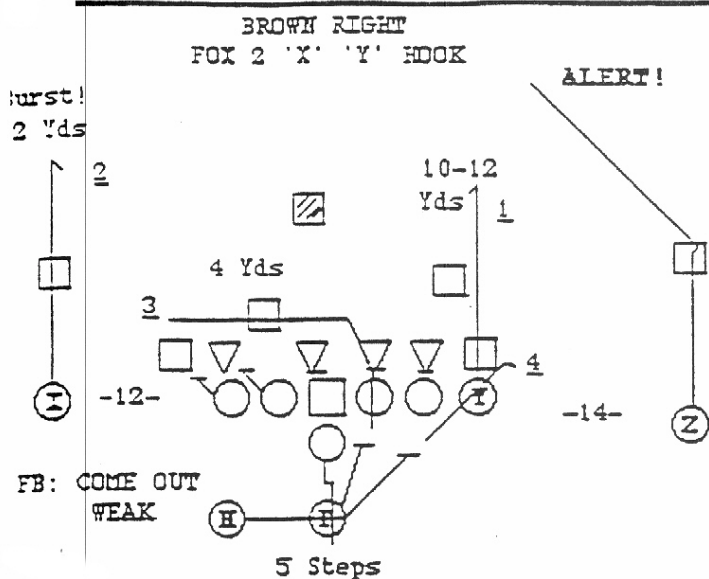
-12-

-6-

BACKS GET GOING!

H

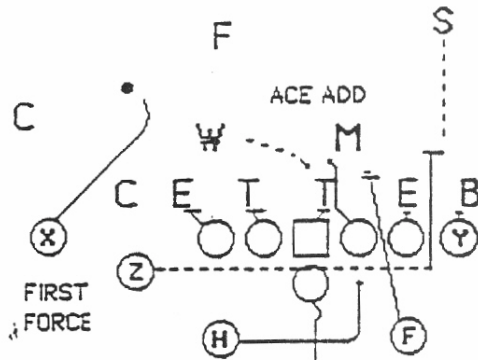
5



FOX 2 - 3 RUN

25 (SUP)

POSSIBLE 324 OAKLAND/SMOKE/HAMMER
US 8 MAN BOX

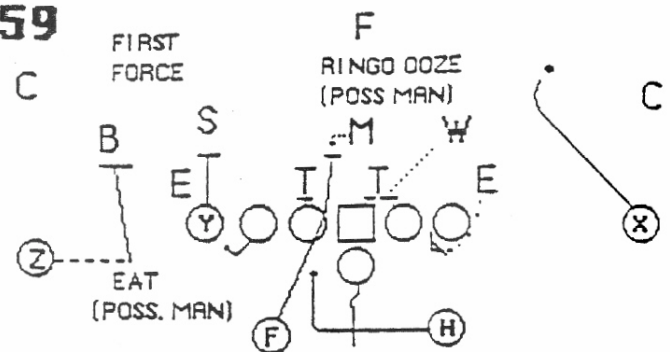


Z: ALERT FOR "C" GAP INSERT
(ONLY VS STRONG SAFETY SUP)

RED RIGHT SLOT "F" RIGHT FOX 2 RUN

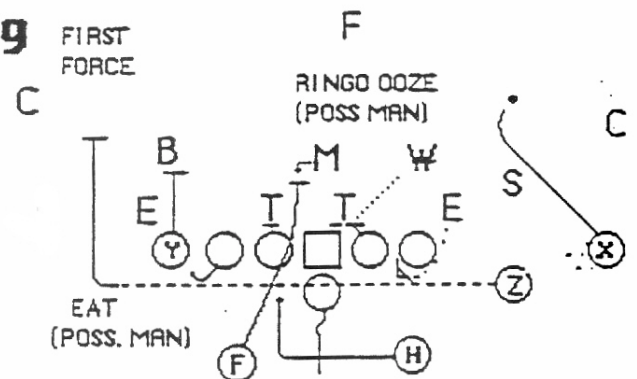
FB ALWAYS HAS MIKE

59



Z: ALERT TO BLOCK BUCK VS SS INSERT

59

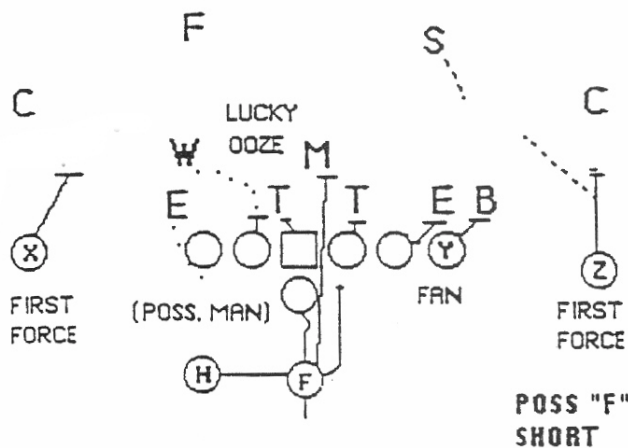


RED LEFT SLOT "F" LEFT FOX 3 RUN

FB ALWAYS HAS MIKE

58 W PHOENIX

POSSIBLE 324 OAKLAND/SMOKE/HAMMER
US 8 MAN BOX

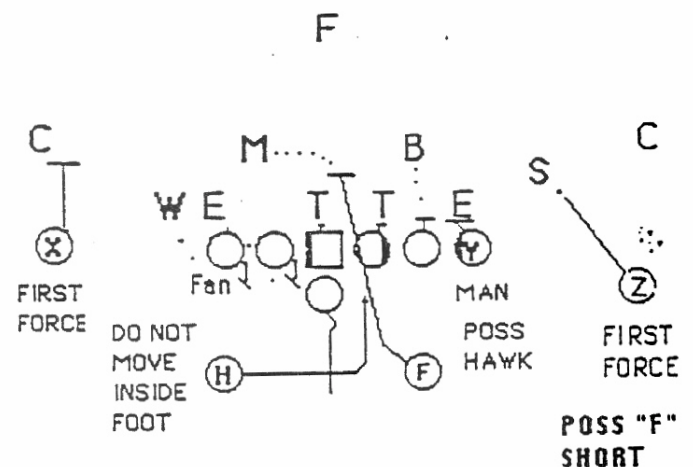


BROWN RIGHT FOX 2 RUN

FB ALWAYS HAS MIKE

57

POSSIBLE 324 OAKLAND/SMOKE/HAMMER
US 8 MAN BOX



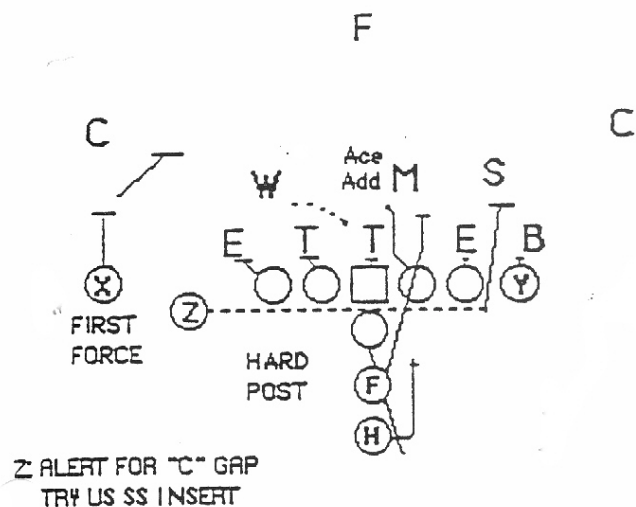
RED RIGHT FOX 2 RUN

FB ALWAYS HAS MIKE

H 2 - 3 RUN

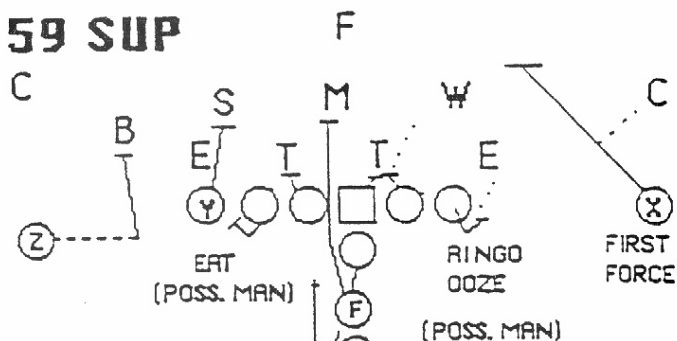
25 (SUP)

POSSIBLE 324 OAKLAND/SMOKE/HAMMER
US 8 MAN BOX



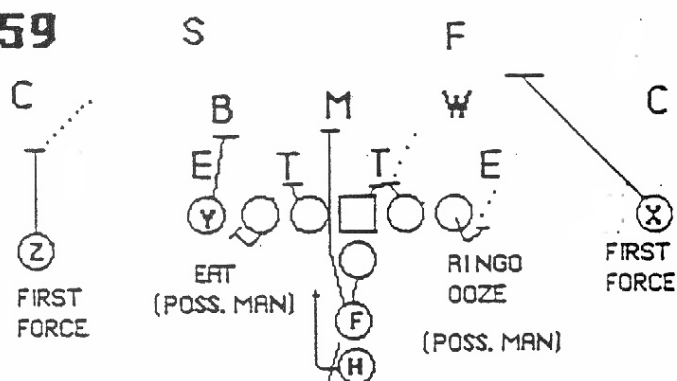
GREEN RIGHT SLOT "F" RIGHT
H2 RUN

59 SUP



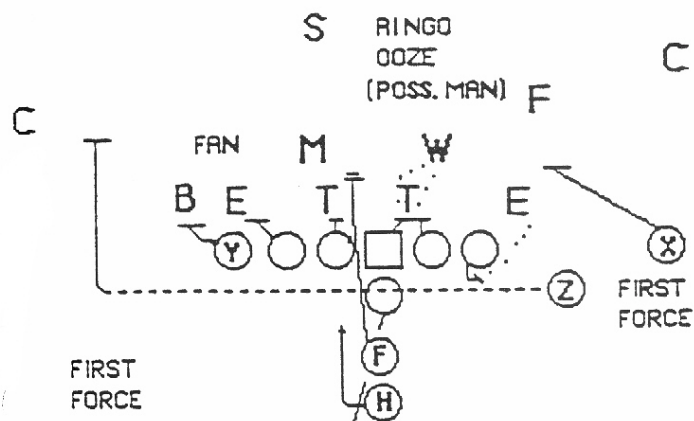
GREEN LEFT H3 RUN

59



GREEN LEFT H3 RUN

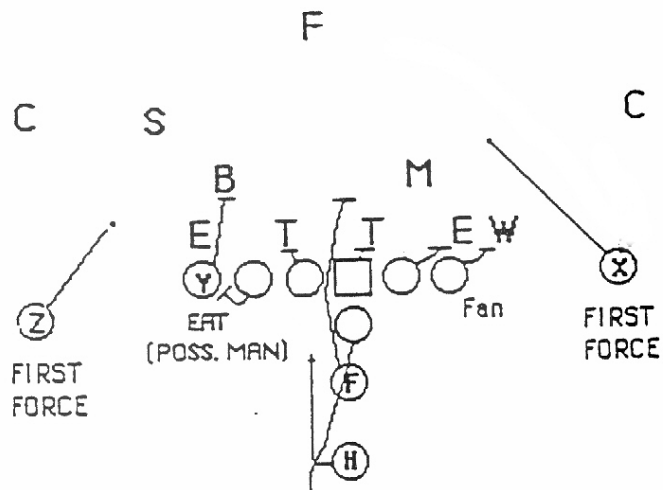
58 W PHOENIX



GREEN LEFT SLOT "F" LEFT H3 RUN

57

POSSIBLE 324 OAKLAND/SMOKE/HAMMER
US 8 MAN BOX

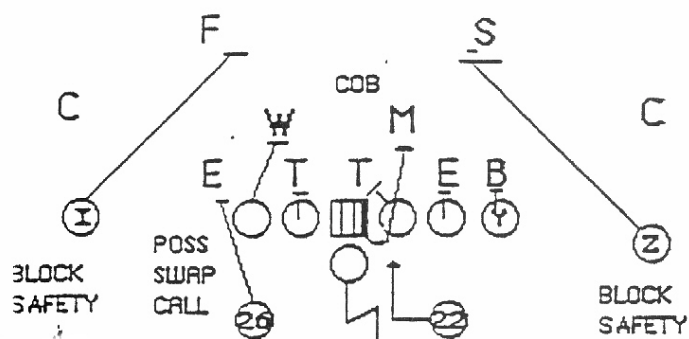


GREEN LEFT H3 RUN

FB 40 DRAW

25 (SUP)

POSSIBLE 324 OAKLAND/SMOKE/HAMMER
US 8 MAN BOX

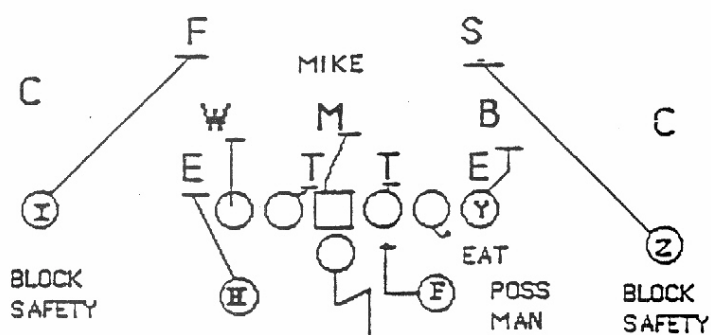


(RO) RED RIGHT FB 40

B.S.T.: RESERVE END MAN ON LINE FOR BACK

HB: ALERT TO TACKLE FLASH SET, OR
TACKLE/GUARD SWAP

59



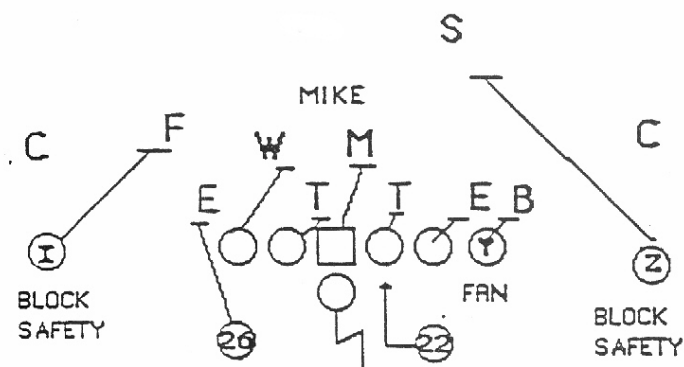
RED RIGHT FB 40

B.S.T.: RESERVE END MAN ON LINE FOR BACK

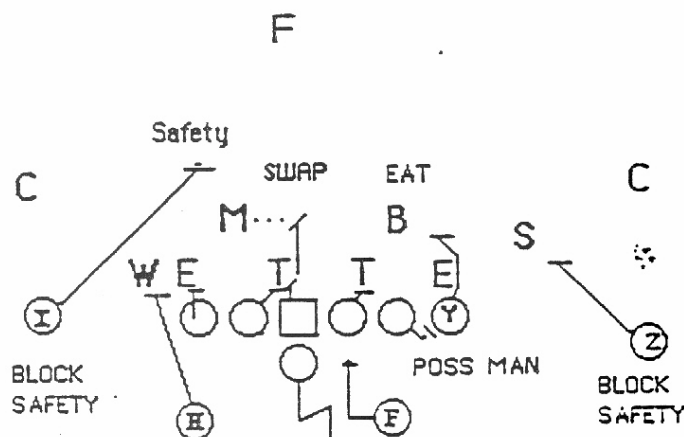
58 W PHOENIX

57

POSSIBLE 324 OAKLAND/SMOKE/HAMMER
US 8 MAN BOX



(RO) RED RIGHT FB 40

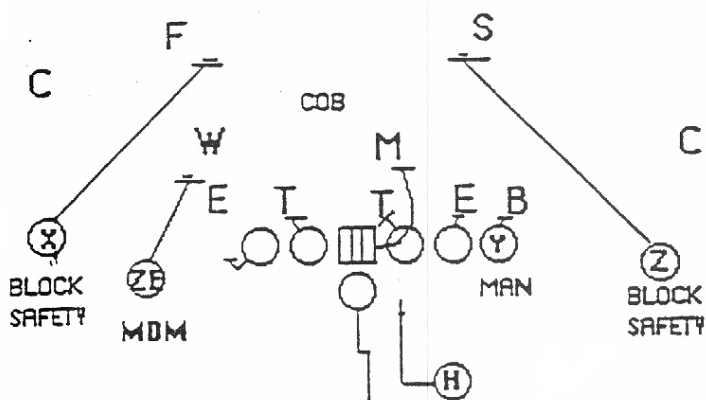


RED RIGHT FB 40

NICKLE 40 DRAW

25 (SUP)

ALERT 288J OAKLAND, HAMMER, SMOKE
AUDIBLE US 7 MAN BOX!!

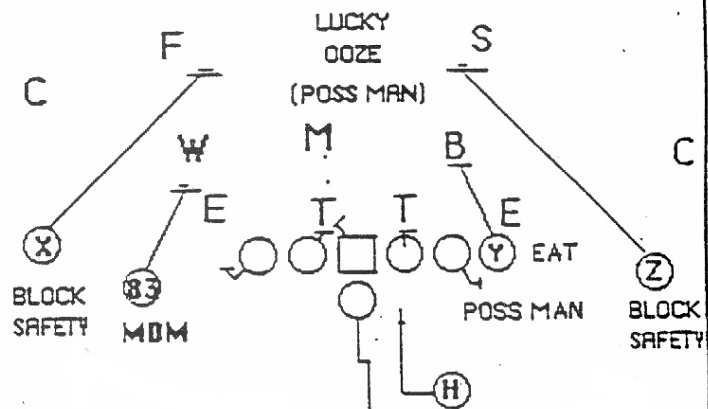


(ZE) DOUBLE WING RIGHT NICKEL 40

HB: OFF SET STRONG

59

ALERT 288J OAKLAND, HAMMER, SMOKE
AUDIBLE US 7 MAN BOX!!

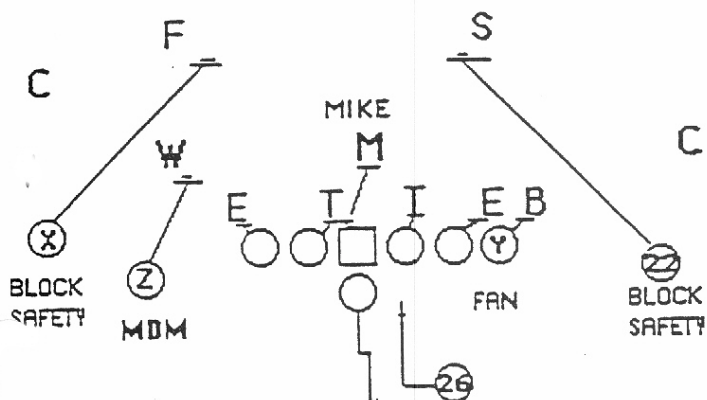


(T-BUCKEYE) DOUBLE WING RIGHT
NICKEL 40

HB: OFF SET STRONG

58 W PHOENIX

ALERT 288J OAKLAND, HAMMER, SMOKE
AUDIBLE US 7 MAN BOX!!

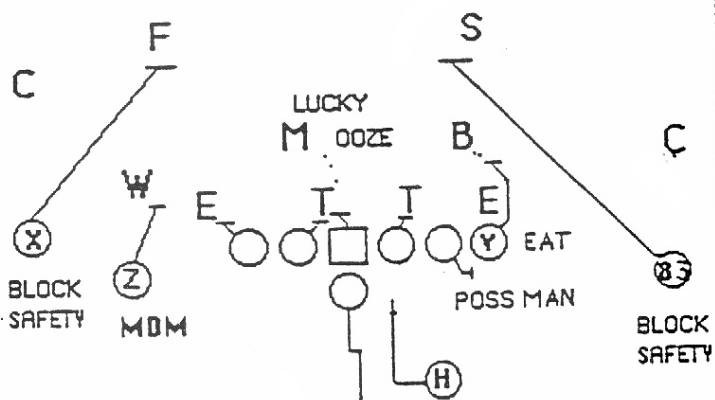


(ROCK) HARVEY FAR WEST RIGHT SLOT
NICKEL 40

HB: OFF SET STRONG

57

ALERT 288J OAKLAND, HAMMER, SMOKE
AUDIBLE US 7 MAN BOX!!

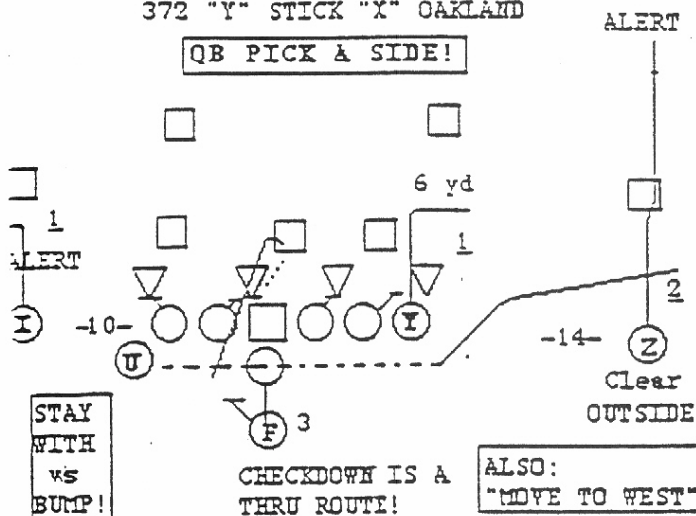


(T-BUCKEYE) RICKY FAR WEST RIGHT SLOT
NICKEL 40

HB: OFF SET STRONG

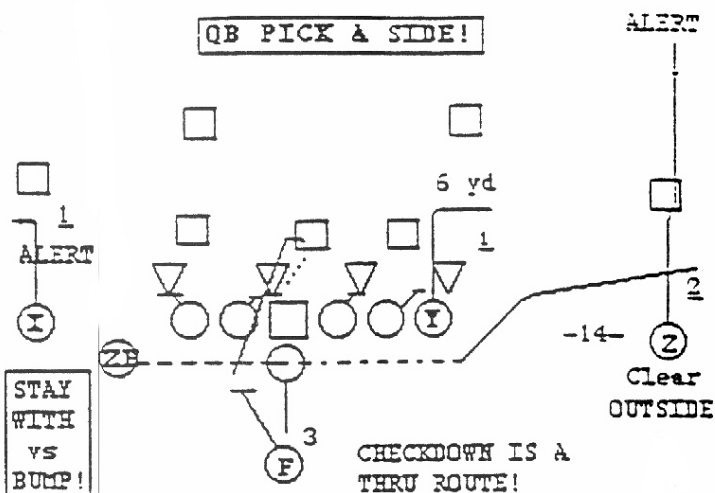
(T)(PAT) SOLO RIGHT "U" RIGHT
372 "Y" STICK "X" OAKLAND

QB PICK A SIDE!



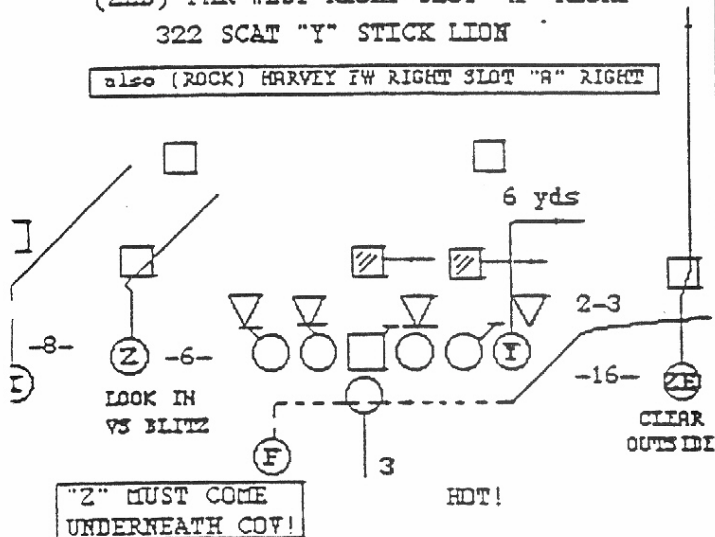
(ZEB) DOUBLE WING RIGHT ZEBRA RIGHT
372 "Y" STICK "X" OAKLAND

QB PICK A SIDE!

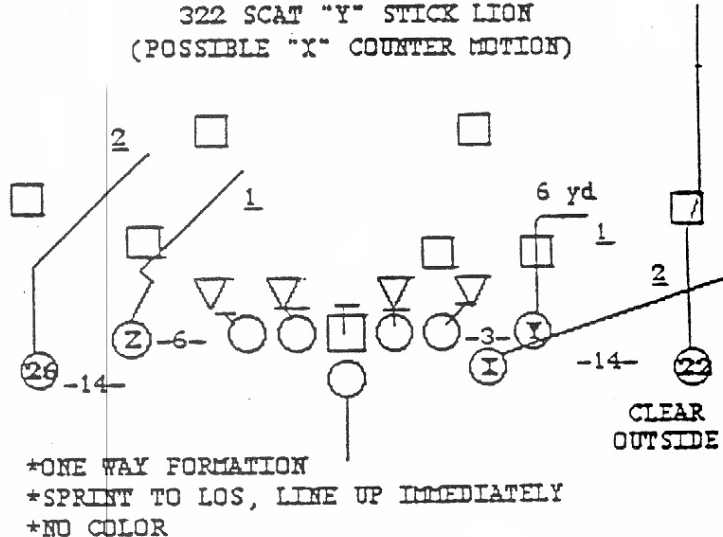


(ZEB) FAR WEST RIGHT SLOT "A" RIGHT
322 SCAT "Y" STICK LION

also (ROCK) HARVEY FW RIGHT SLOT "B" RIGHT

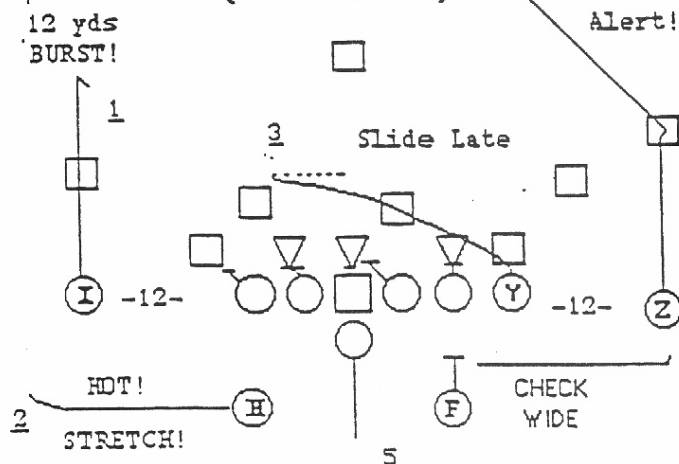


(ROCK) COBRA RIGHT
322 SCAT "Y" STICK LION
(POSSIBLE "X" COUNTER MOTION)

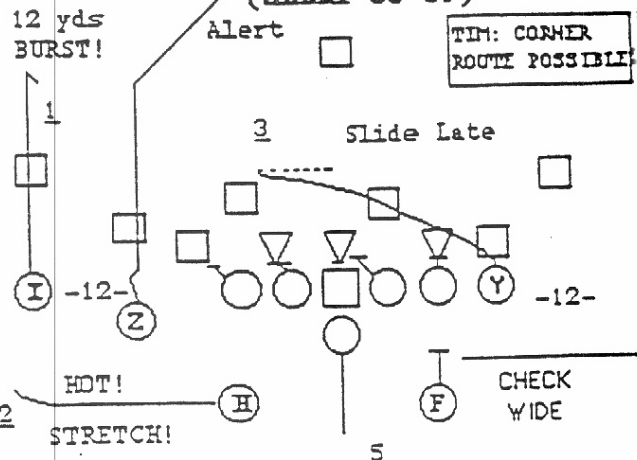


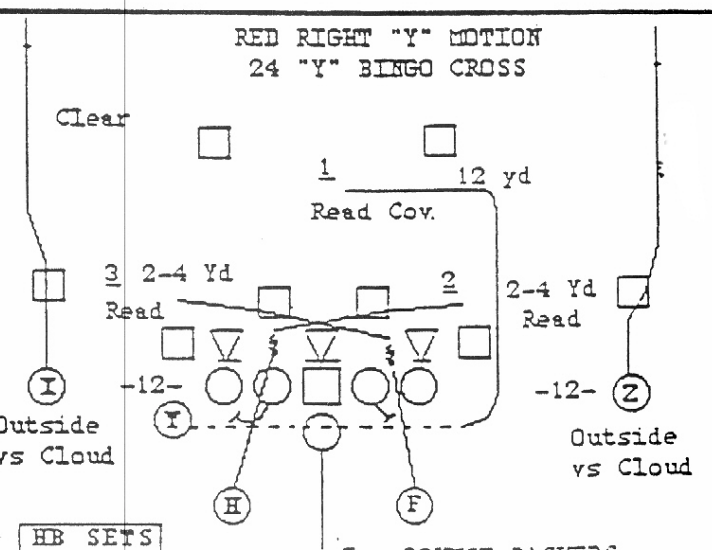
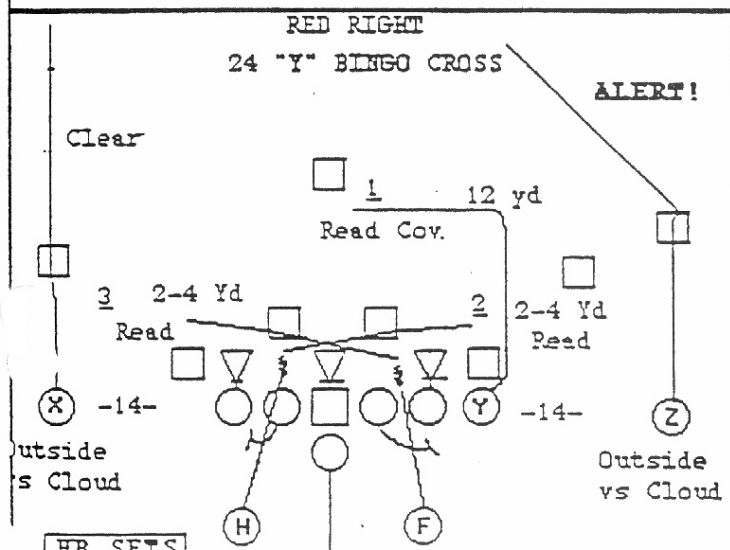
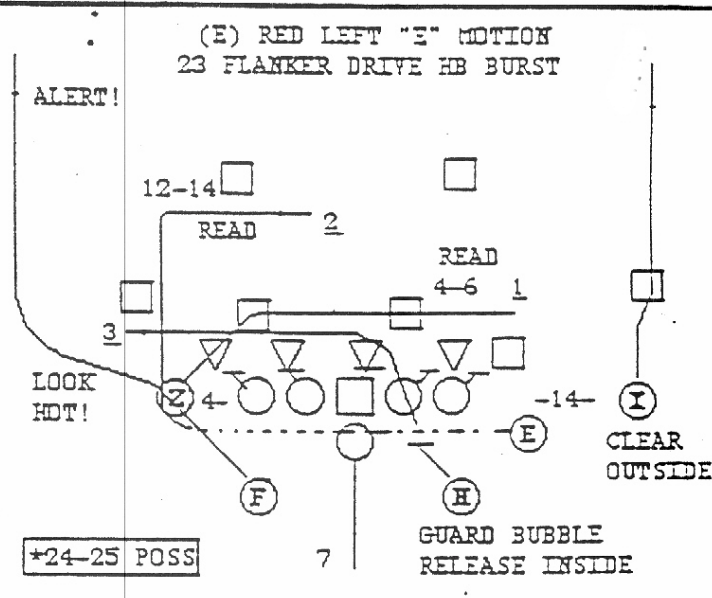
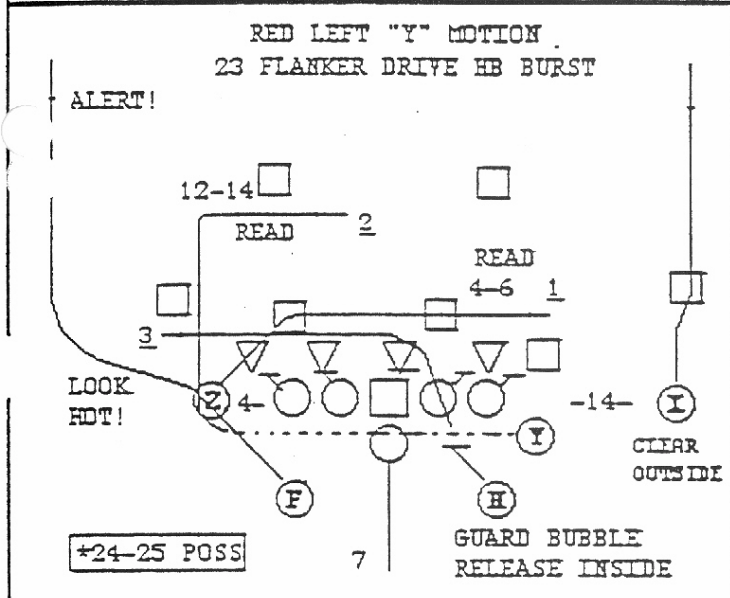
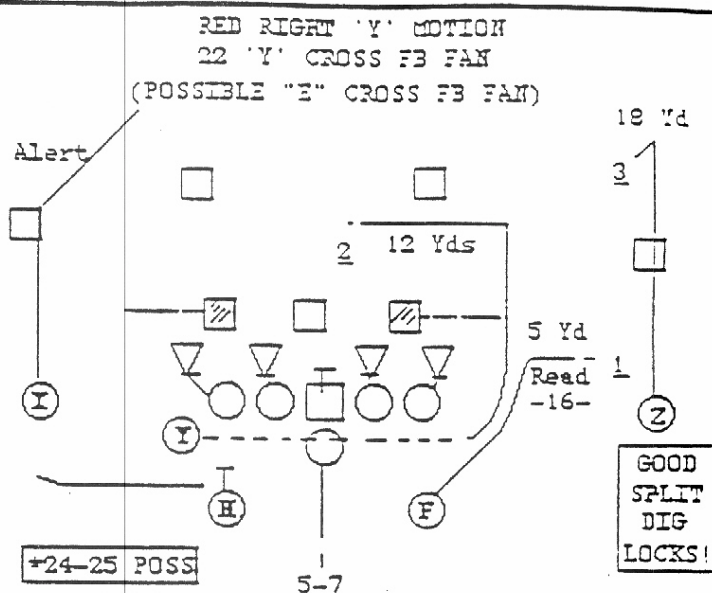
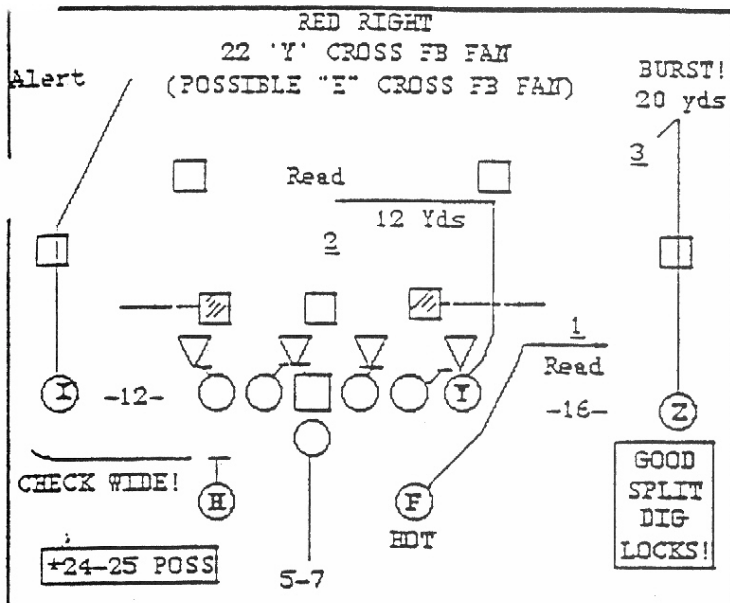
58 "LEXUS"
audible

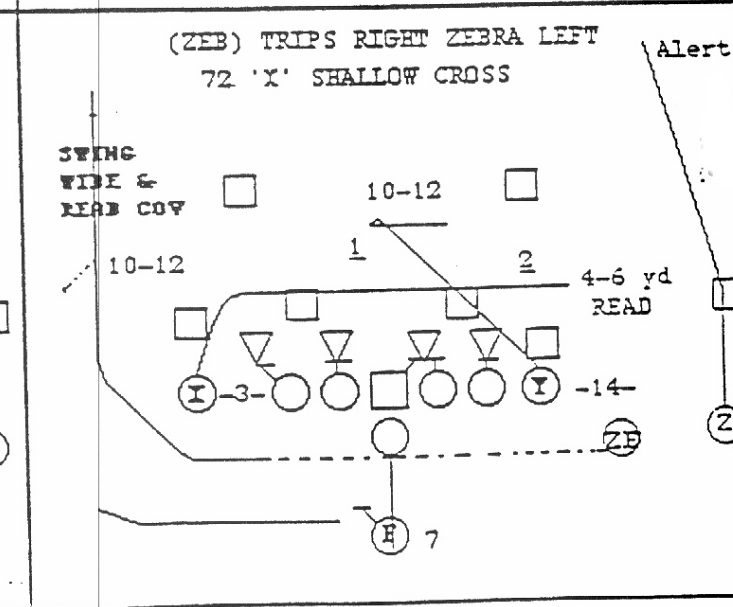
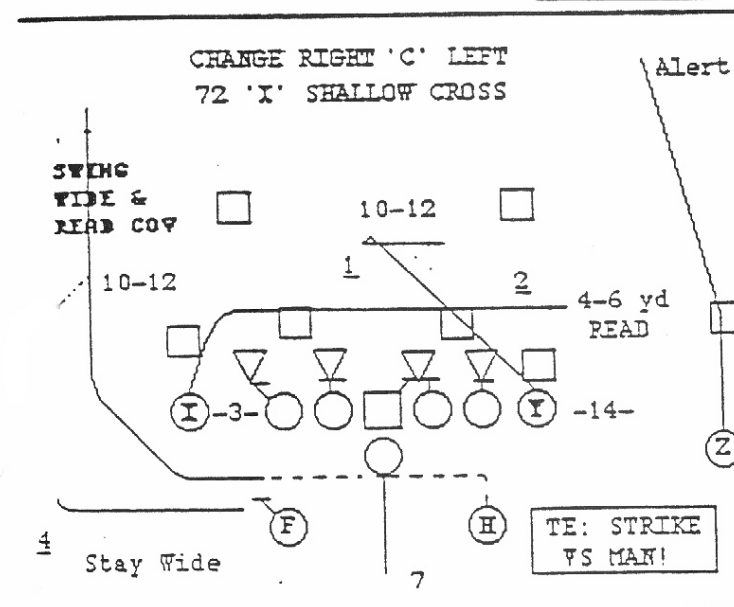
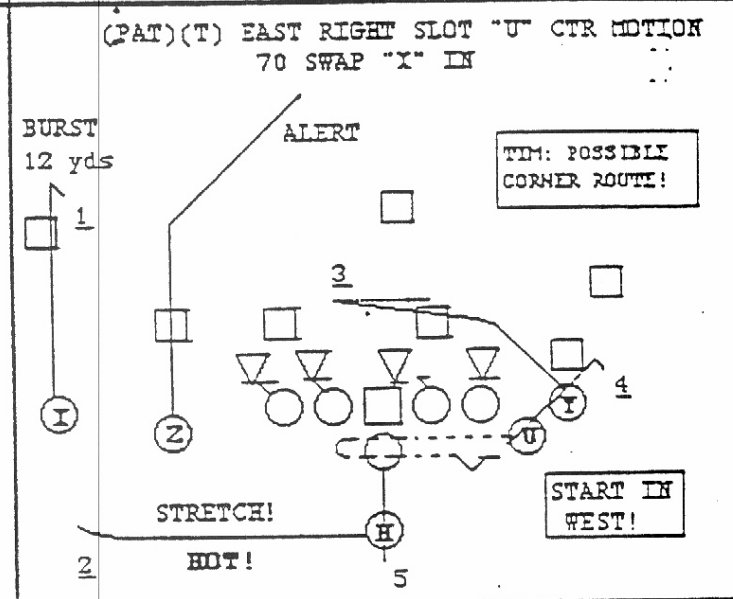
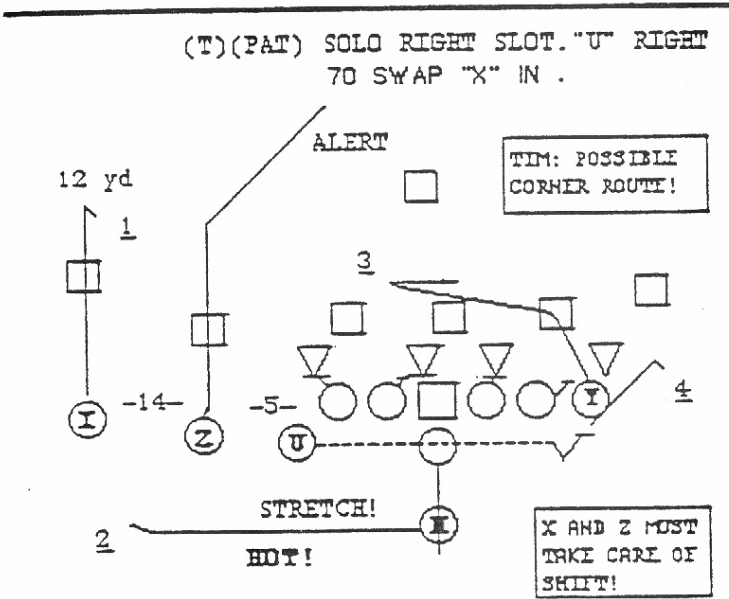
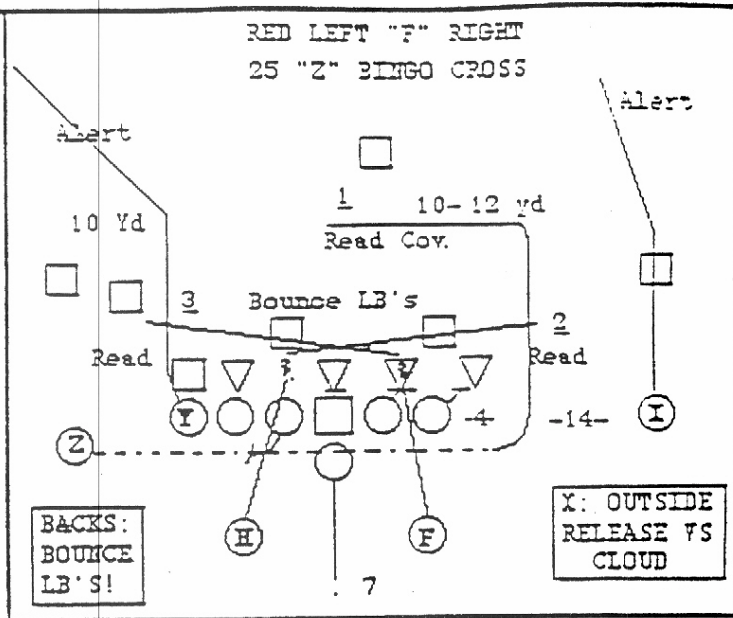
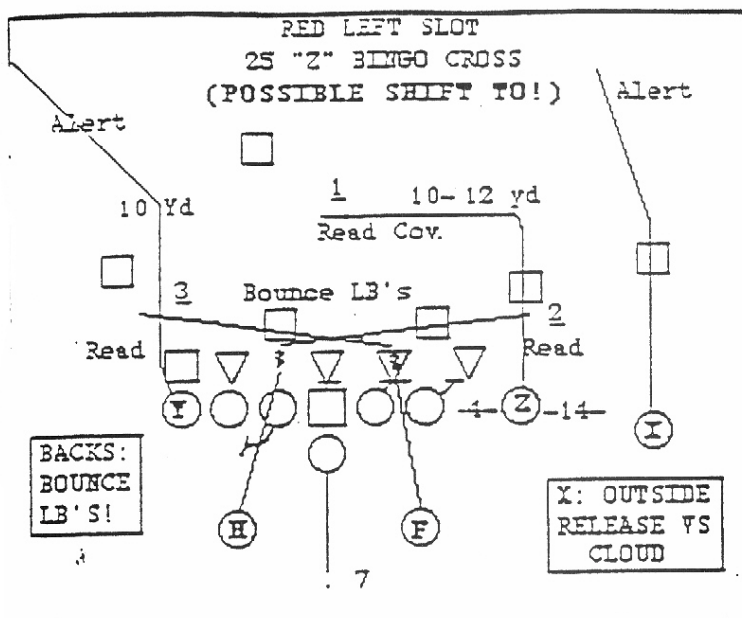
(SHIFT TO) RED RIGHT
20 "X" IN
(ALERT 58-59)



(SHIFT TO) RED RIGHT SLOT
20 "X" IN
(ALERT 58-59)







12-14

2

READ

1

12-

FADE vs CLOUD

3

5 quick

12-

FADE vs CLOUD

The diagram illustrates a tactical maneuver for a 4 SWAF Double Comeback. It features a central horizontal line with various symbols (squares, circles, triangles) representing units. Key elements include:

- BURST!** labels at the top corners, indicating the start of the maneuver.
- 20 yds** distance markers on the left and right sides.
- READ** and **12-14** labels near the top center, indicating a specific point or time.
- FADE vs CLOUD** boxes at the bottom left and right, indicating the target area.
- A central vertical line labeled **7** at the bottom, likely representing a specific unit or position.
- Various symbols (squares, circles, triangles) and numbers (1, 2, 3, 12-14) indicating unit positions and movements.

75 SWAP DOUBLE COMEBACK

BURST!
20 yds
1

READ
12-14 YDS
2

3

Z -12-

U

I

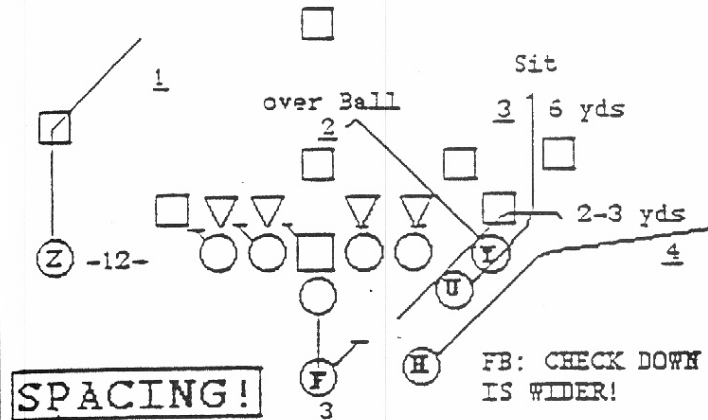
FADE
vs
CLOUD

FADE
vs
CLOUD

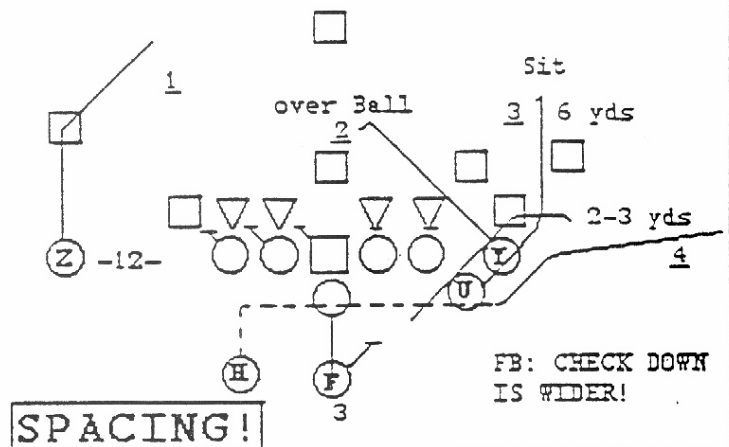
7

[illegible]

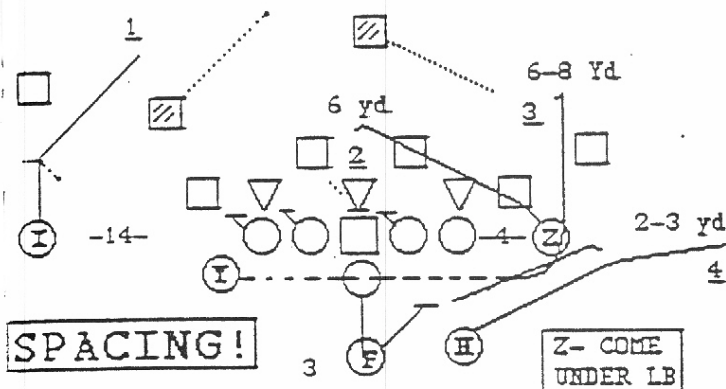
(U) BLUE RIGHT EAST
200 JET "Z" SLANT/HAMMER/OAKLAND
*ALERT SLUGGO



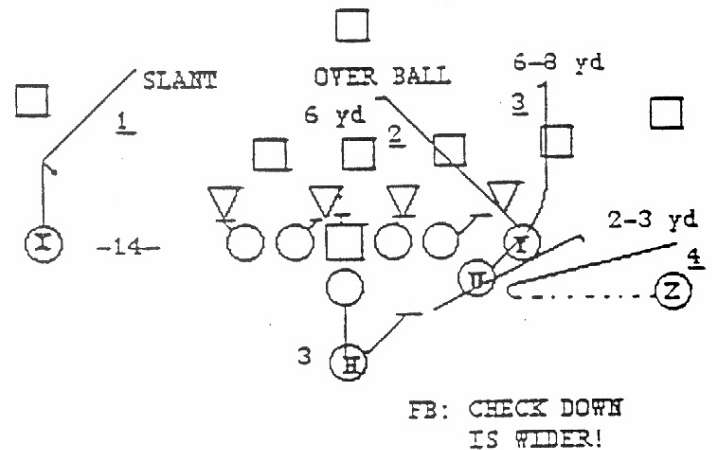
(U) BROWN RIGHT EAST "A" RIGHT
200 JET "Z" SLANT/HAMMER/OAKLAND
*ALERT SLUGGO



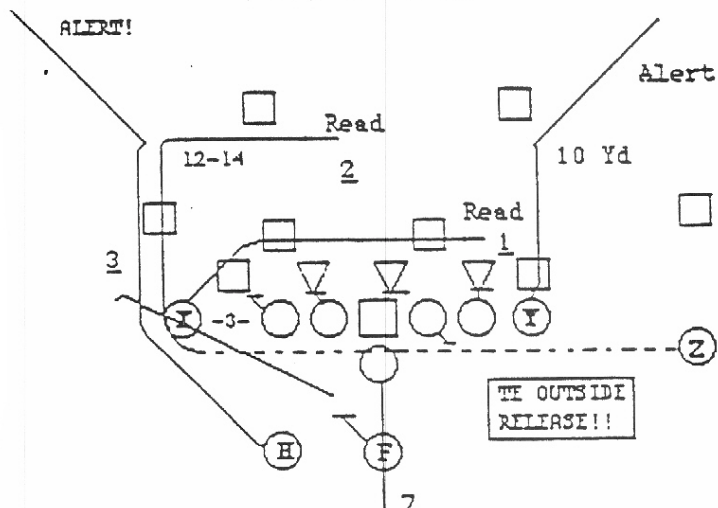
BLUE RIGHT "Y" MOTION
200 JET "X" SLANT/HAMMER/OAKLAND
POSSIBLE "E" MOTION
* ALERT SLUGGO



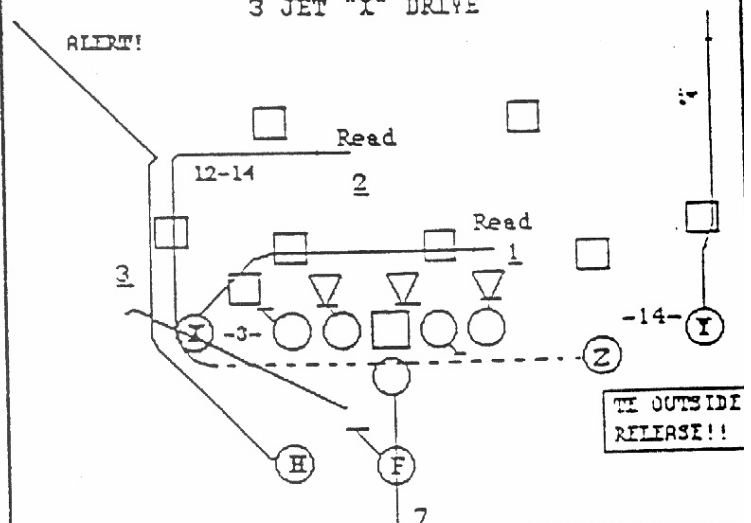
(T)(PAT) EAST RIGHT "F" SHORT
200 JET "X" SLANT/HAMMER/OAKLAND
* ALERT SLUGGO

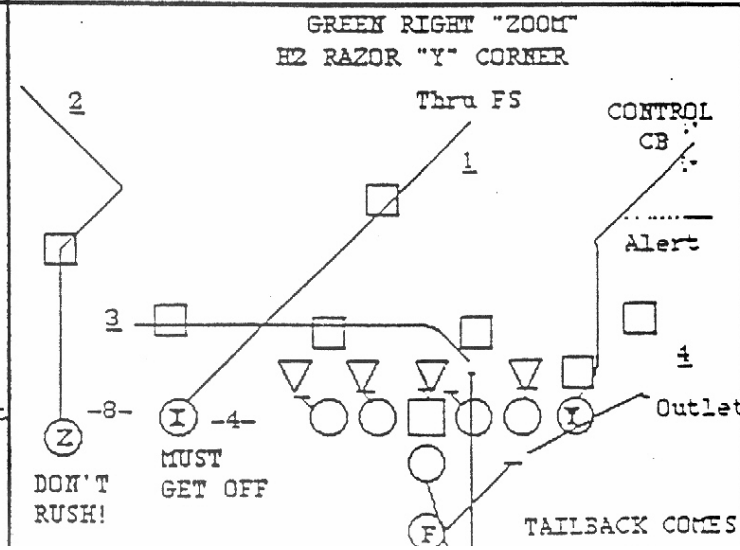
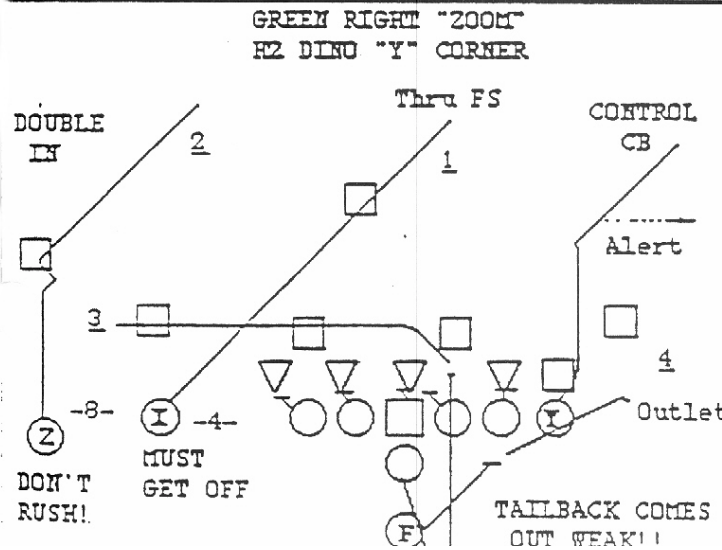
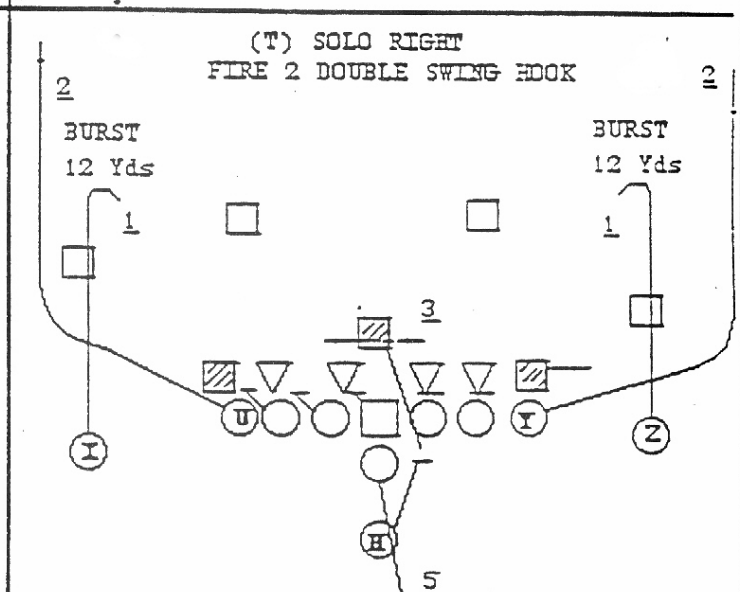
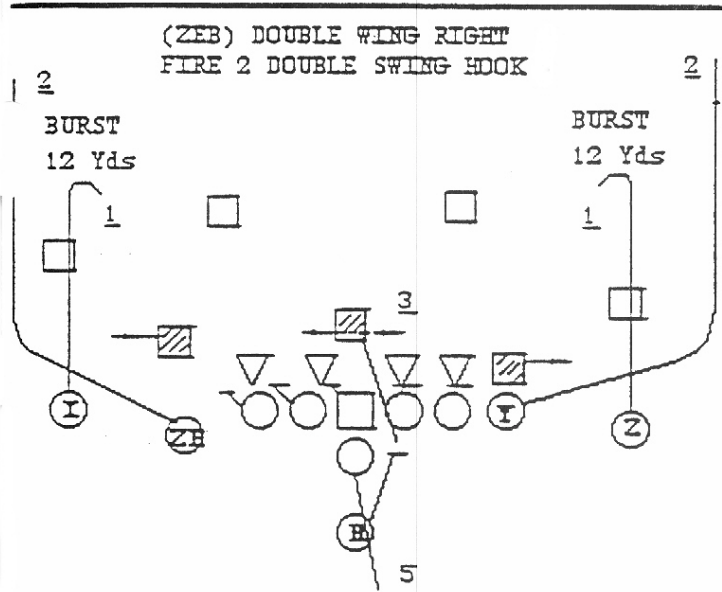
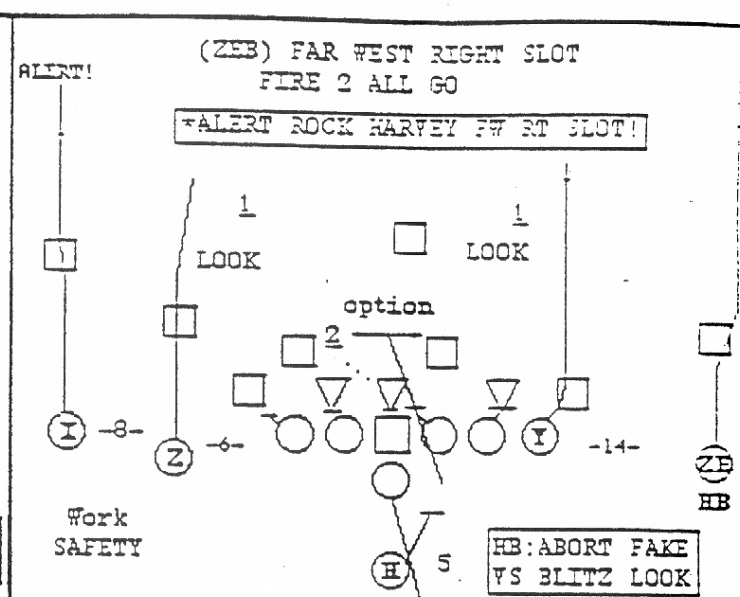
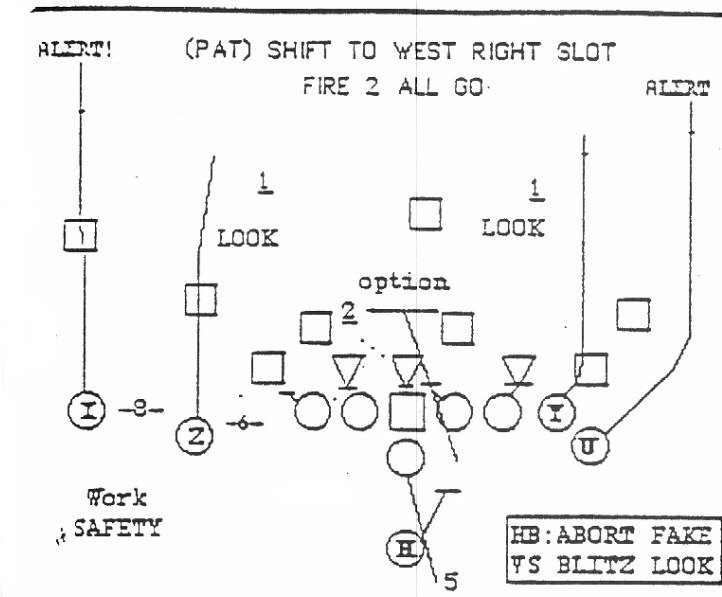


BROWN RIGHT "F" LEFT
3 JET "X" DRIVE



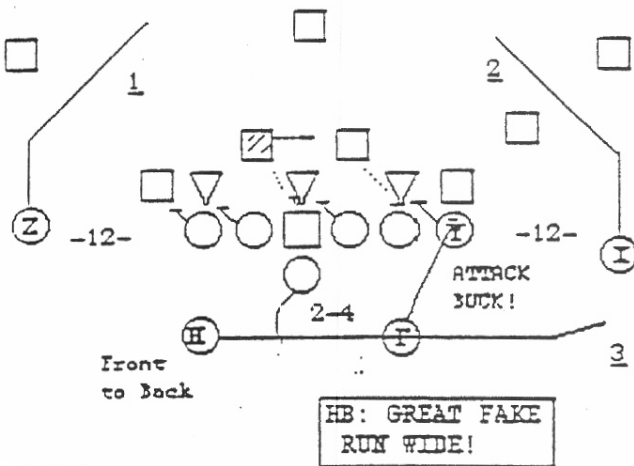
BROWN RIGHT OPEN "F" LEFT
3 JET "X" DRIVE





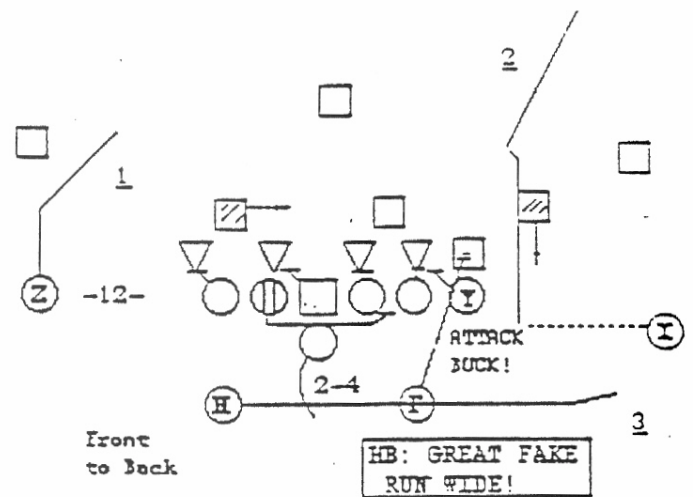
RED RIGHT "X"
PASS 316 "Z" SLANT

LOOKS LIKE
16 POWER

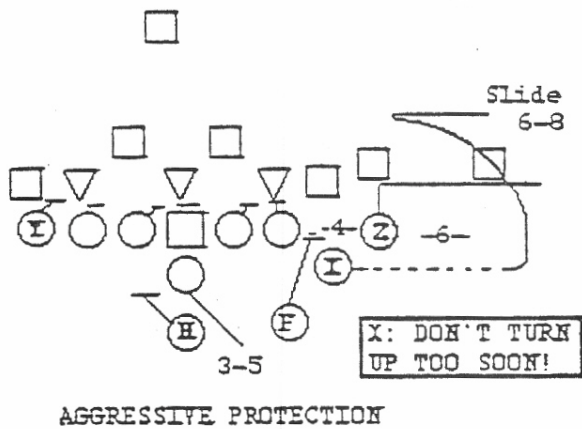


RED RIGHT "X" "X" SHORT
PASS 316 "Z" SLANT

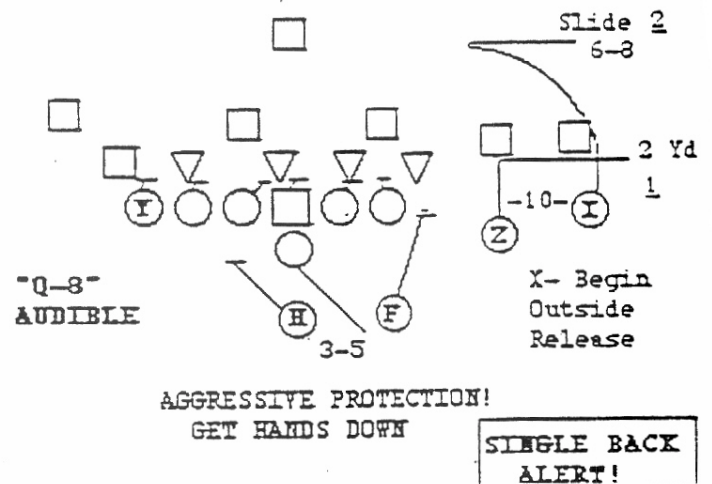
LOOKS LIKE
16 POWER



BROWN LEFT ZOOM "X" RIGHT
SPRINT RIGHT OPTION

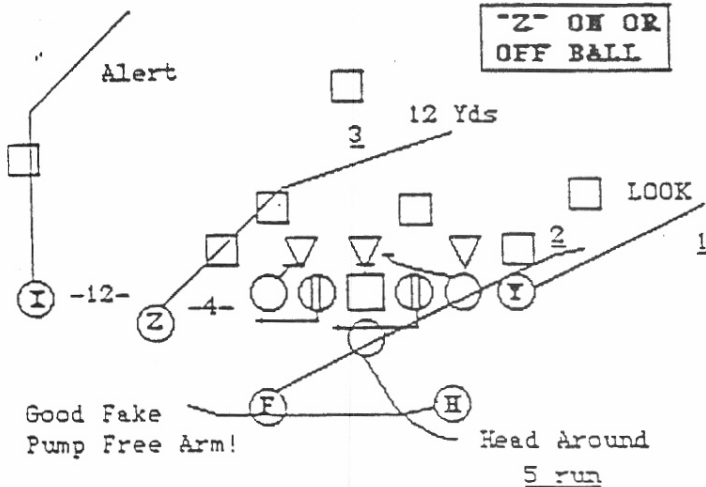


BROWN LEFT SLOT
SPRINT RIGHT OPTION
(CHANGE IS UNDERSTOOD)

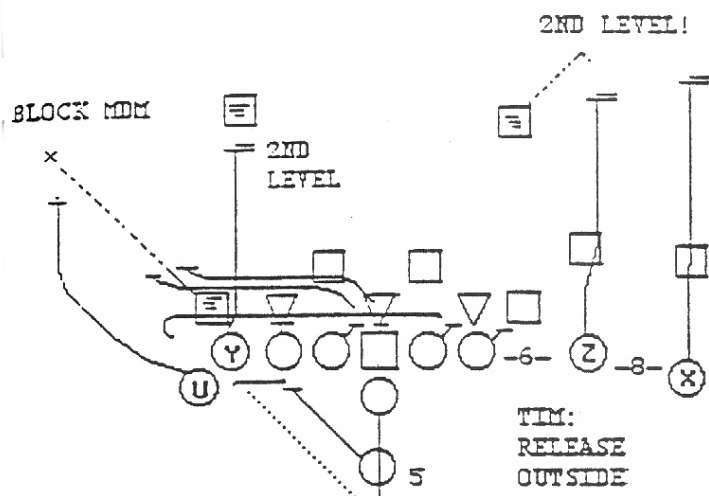


CHANGE RIGHT SLOT
FAKE 19 "W" QB KEEP PASS RT DRAG SLIDE

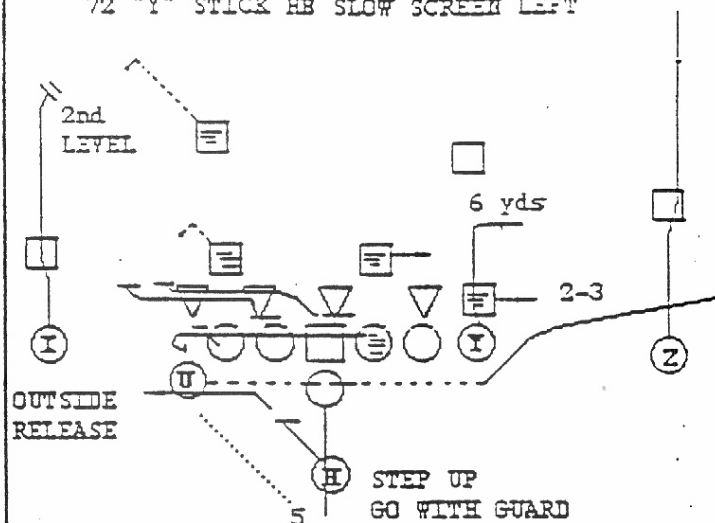
"Z" ON OR
OFF BALL



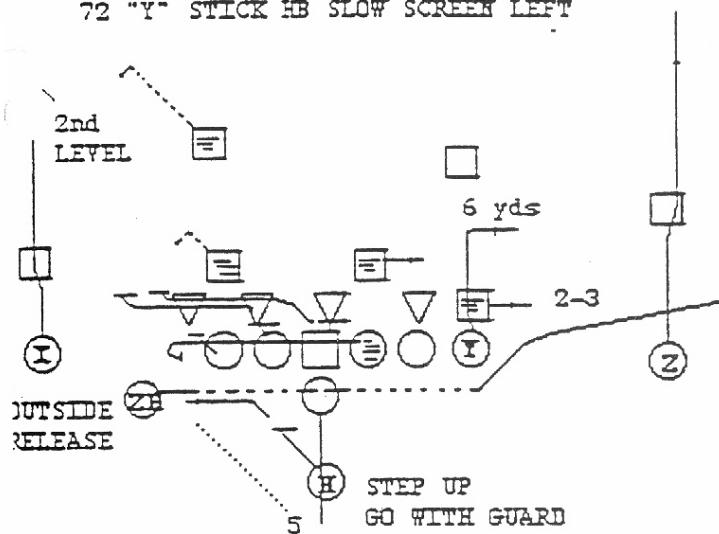
(T)(PAT) WEST LEFT SLOT
3 JET ALL GO HB SLOW SCREEN LEFT



(T) SOLO RIGHT "U" RIGHT
72 "Y" STICK HB SLOW SCREEN LEFT

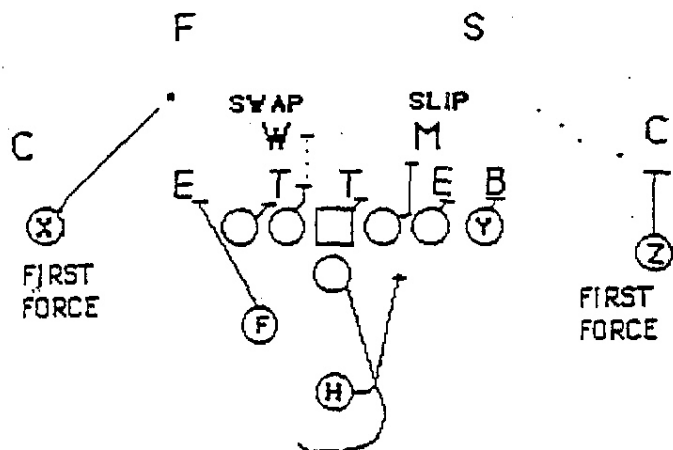


(ZEB) DOUBLE WING RIGHT ZEBRA RIGHT
72 "Y" STICK HB SLOW SCREEN LEFT



25 (SUP)

POSS. 324 OAKLAND/SMOKE/HAMMER
US 8 MAN BOX

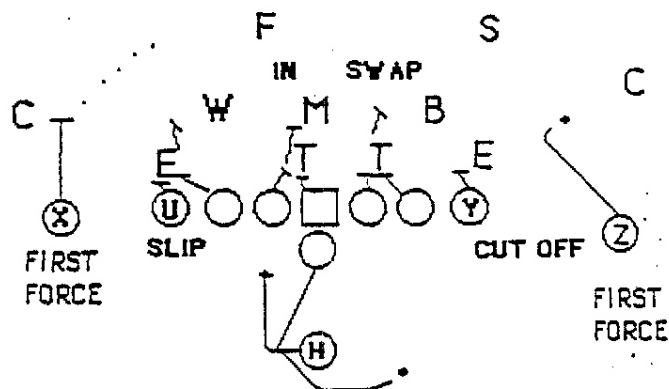


WEAK RIGHT 94

59

POSS. 200 JET OAKLAND/SMOKE/HAMMER
US 8 MAN BOX

"BLACK OTTO, BLACK OTTO!"
(PLAY BECOMES 95)



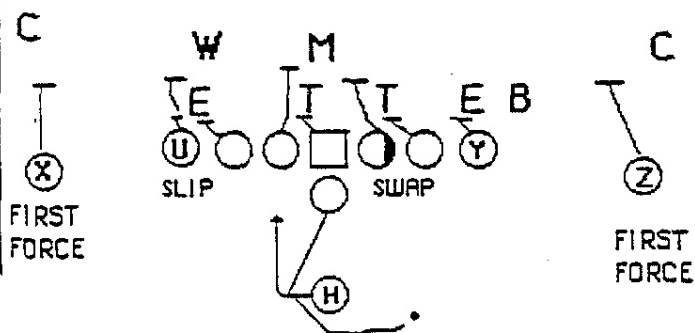
(T) SOLO RIGHT 94

(CHECK PLAY TO THE NOSE)

58 W PHOENIX

"BLACK OTTO, BLACK OTTO!"
(PLAY BECOMES 95)

F S



(T) SOLO RIGHT 94

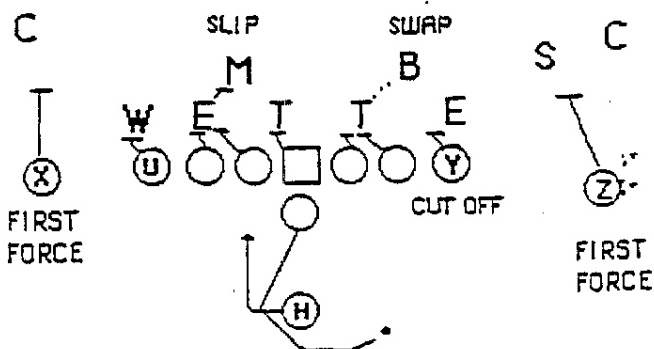
(CHECK PLAY TO THE NOSE)

POSS. 200 JET OAKLAND/SMOKE/HAMMER
US 8 MAN BOX

57

"BLACK OTTO, BLACK OTTO!"
(PLAY BECOMES 95)

F



(T) SOLO RT 94

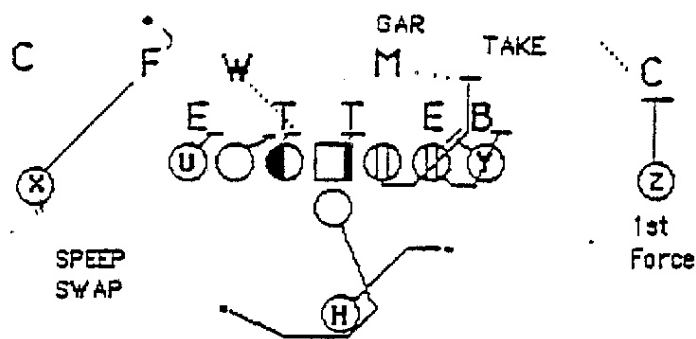
(CHECK PLAY TO THE NOSE)

POSS. 200 JET OAKLAND/SMOKE/HAMMER
US 8 MAN BOX

25

RUN TO 3TEC. BUT AWAY FROM SKY!

S

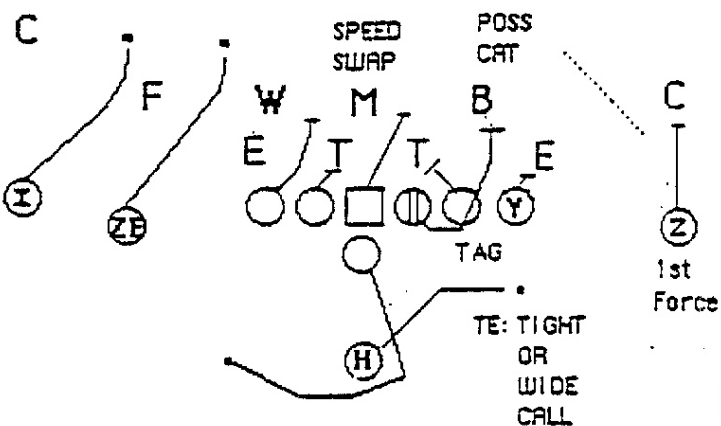


(T) SOLO RIGHT 96 "T"

POSS. 200 JET OAKLAND/SMOKE/HAMMER
US 8 MAN BOX

59

S



(ZE) DOUBLE WING RIGHT 96 "T"

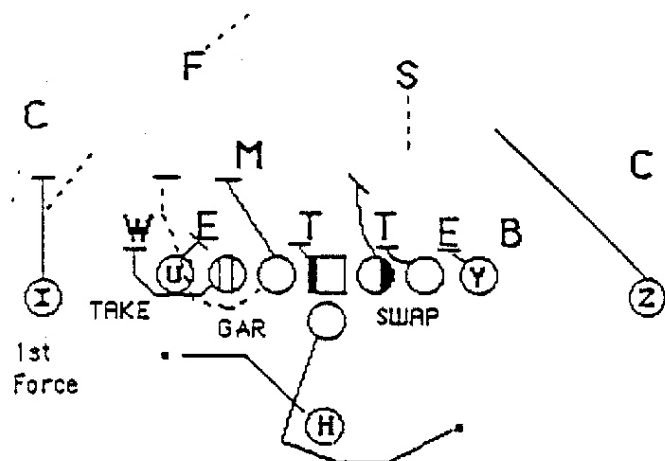
KEEP ON YS 7 MAN BOX

58 SUP

"BLACK OTTO, BLACK OTTO!"

(CHANGES THE PLAY TO 97 "T")

RUN TO 3 TECH BUT AWAY FROM SUP!

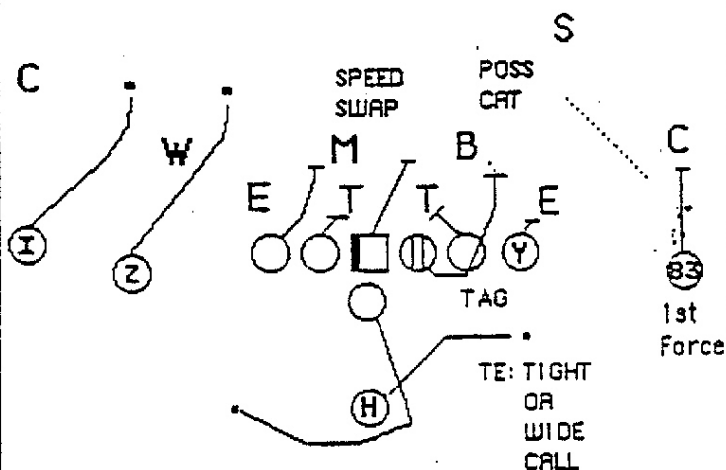


(T) SOLO RIGHT 96 "T"

POSS. 200 JET OAKLAND/SMOKE/HAMMER
US 8 MAN BOX

57

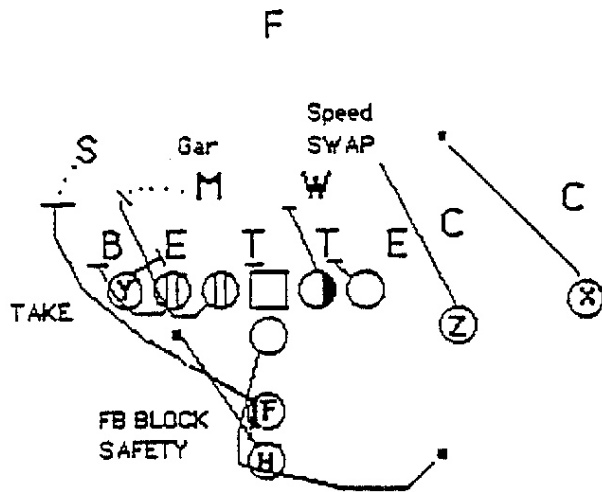
F



(T-BUCKEYE) RICKEY FAR WEST RIGHT SLOT
96 "T"

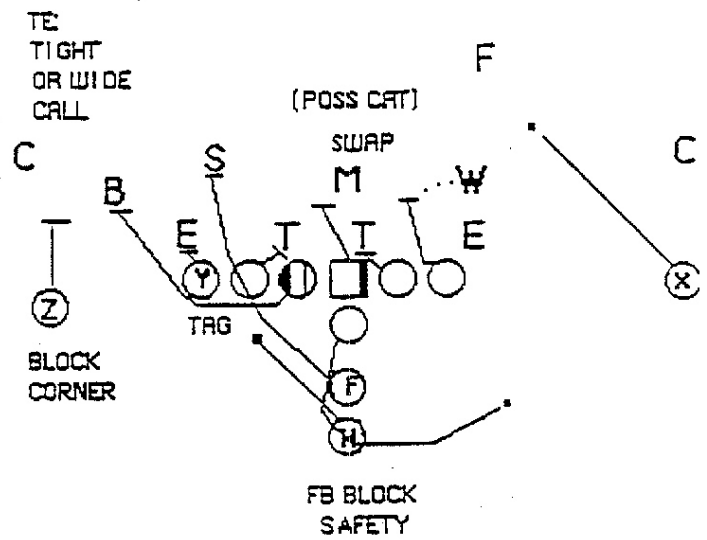
POSS. 200 JET OAKLAND/SMOKE/HAMMER
US 8 MAN BOX

25



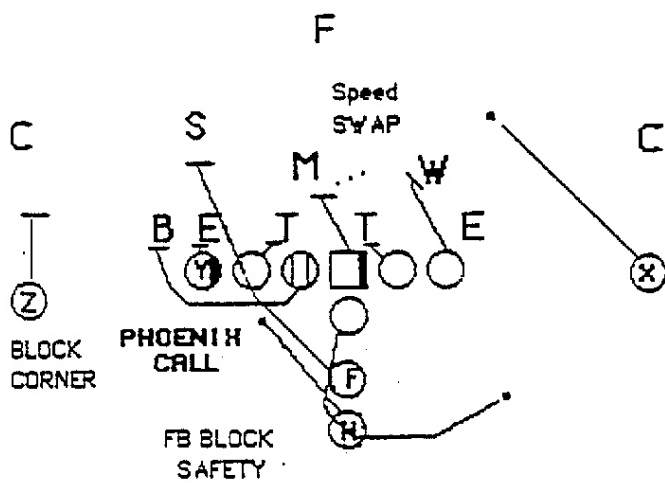
GREEN LEFT SLOT 97 "T" SOLID

59 SUP



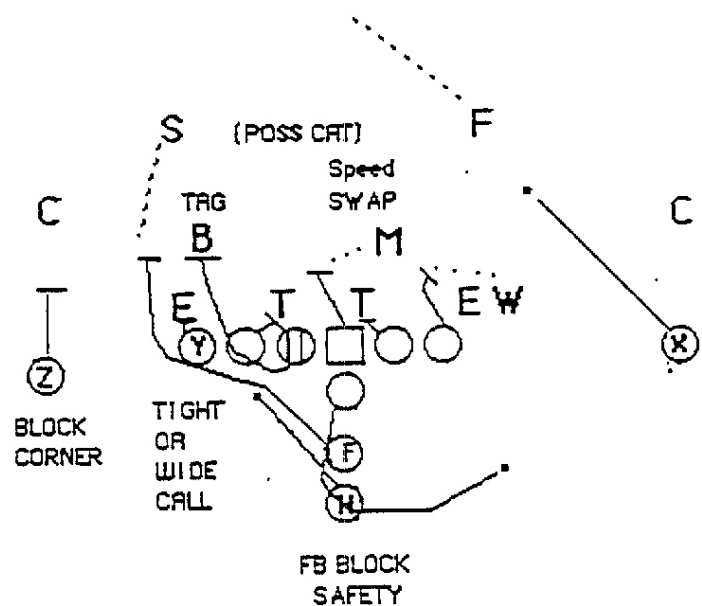
GREEN LEFT SLOT 97 "T" SOLID

58 W PHOENIX SUP



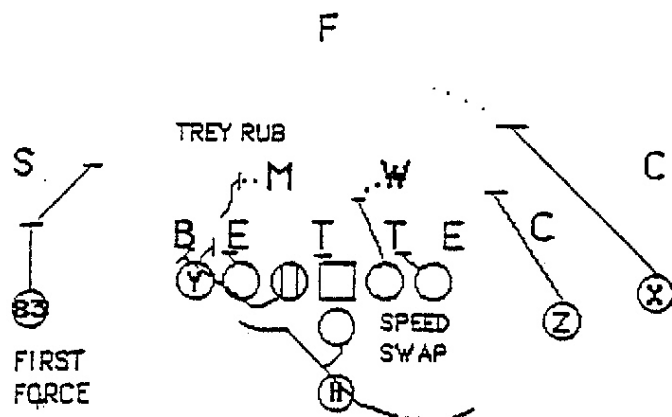
GREEN LEFT 97 "T" SOLID

57



GREEN LEFT 97 "T" SOLID

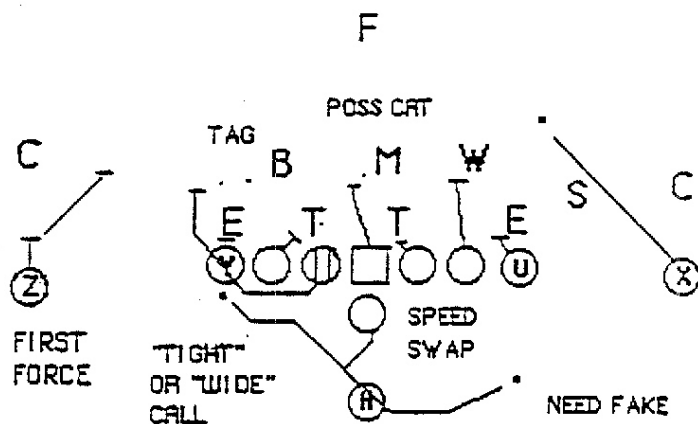
25



(T-BUCKEYE) RICKEY FAR WEST LEFT SLOT
67 "A"

POSS. 200 JET OAKLAND/SMOKE/HAMMER
US 8 MAN BOX

59

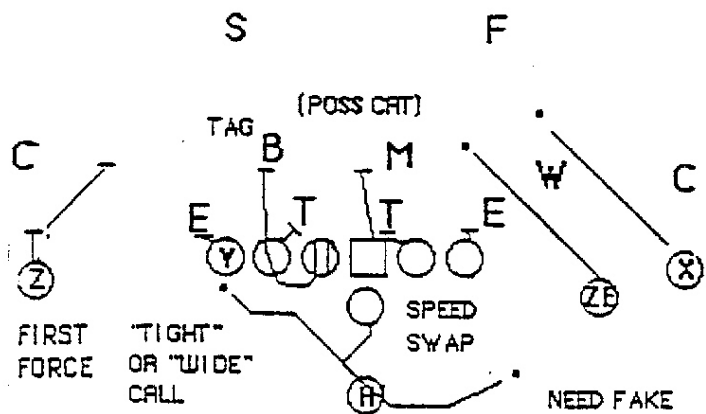


(T) SOLO LEFT 67 "A"

QB: RUN TO 3 TECHNIQUE

POSS. 200 JET OAKLAND/SMOKE/HAMMER
US 8 MAN BOX

58 W PHOENIX

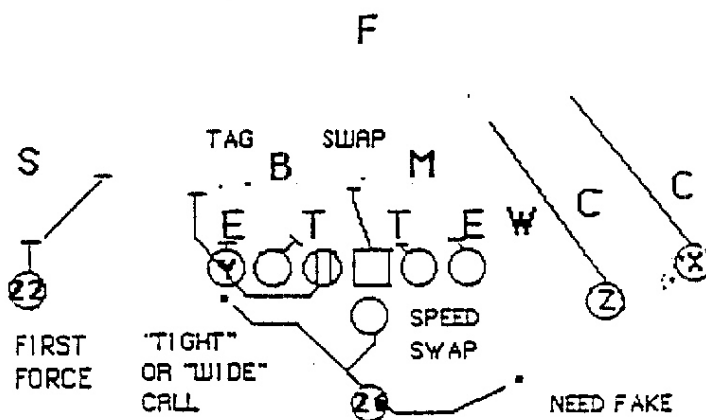


(T-BUCKEYE) DOUBLE WING LT 67 "A"

(ALSO FROM ZEBRA DOUBLE WING)

POSS. 200 JET OAKLAND/SMOKE/HAMMER
US 8 MAN BOX

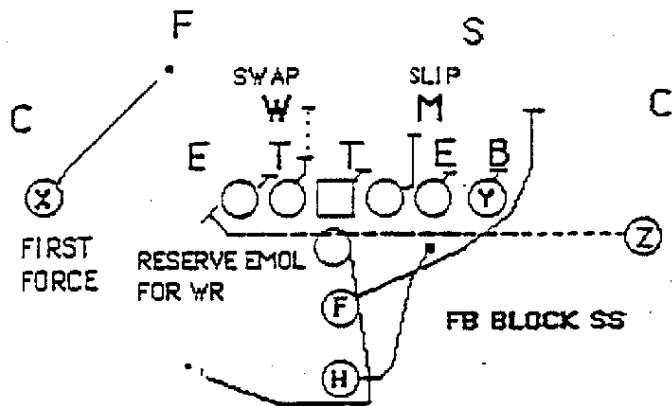
57



(ROCK) HARVEY FAR WEST LEFT SLOT 67 "A"

POSS. 200 JET OAKLAND/SMOKE/HAMMER
US 8 MAN BOX

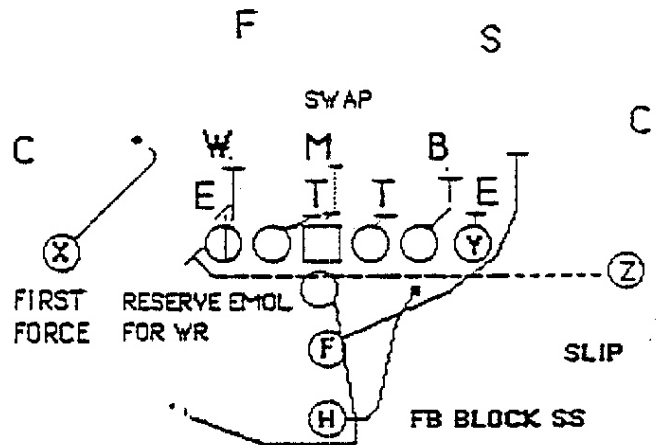
25 (SUP)



GREEN RIGHT "F" LEFT CHECK 94 SOLID

QB: KEEP ON US 8 MAN FRONT

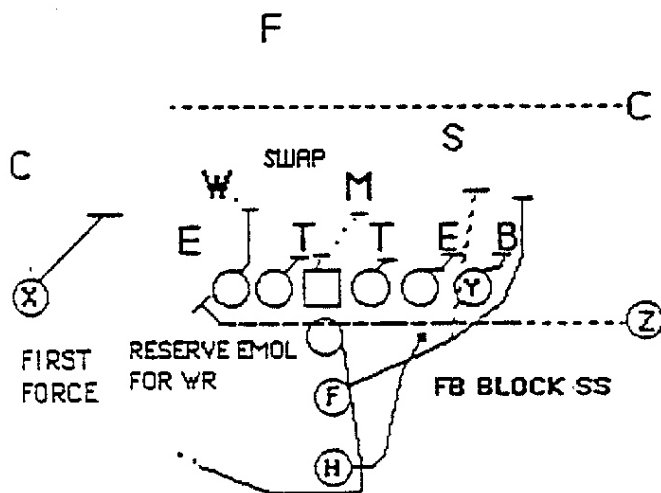
59



GREEN RIGHT "F" LEFT CHECK 94 SOLID

QB: KEEP ON US 8 MAN FRONT

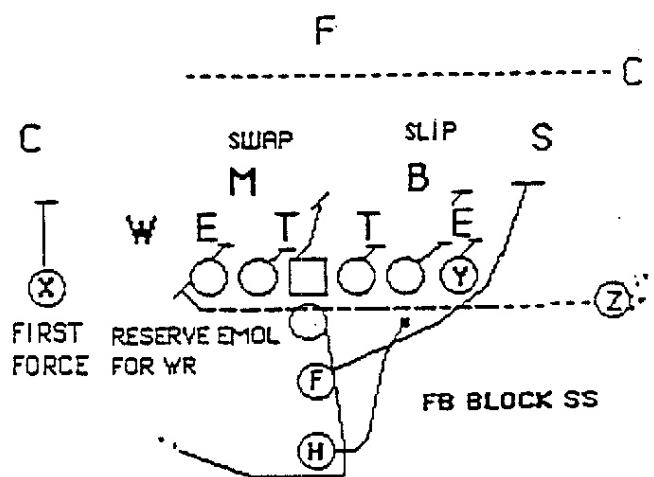
58 W PHOENIX SUP



GREEN RIGHT "F" LEFT CHECK 94 SOLID

QB: KEEP ON US 8 MAN FRONT

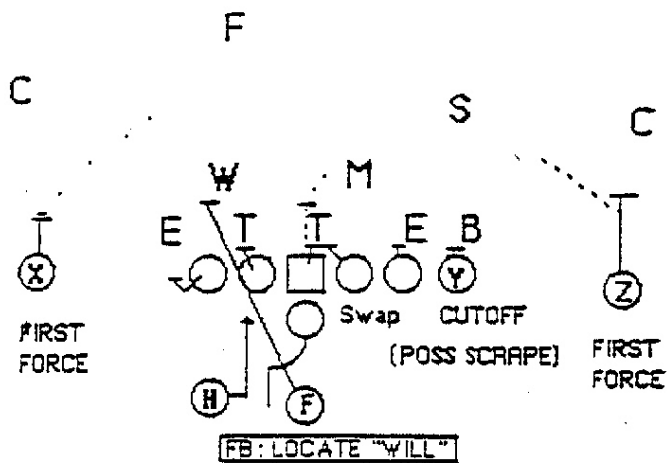
57



GREEN RIGHT "F" LEFT CHECK 94 SOLID

QB: KEEP ON US 8 MAN FRONT

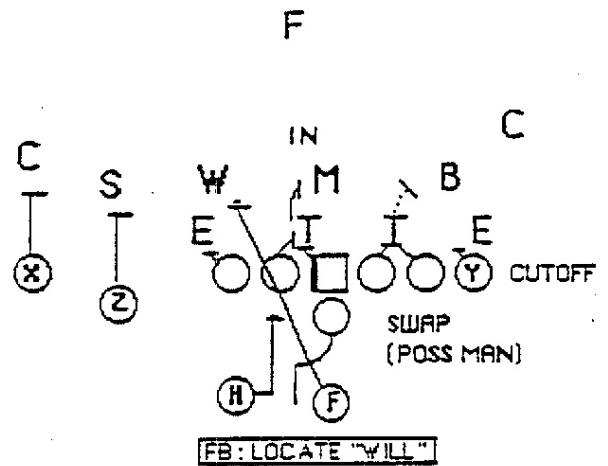
25 (SUP)



BROWN RIGHT HB 43 LAG

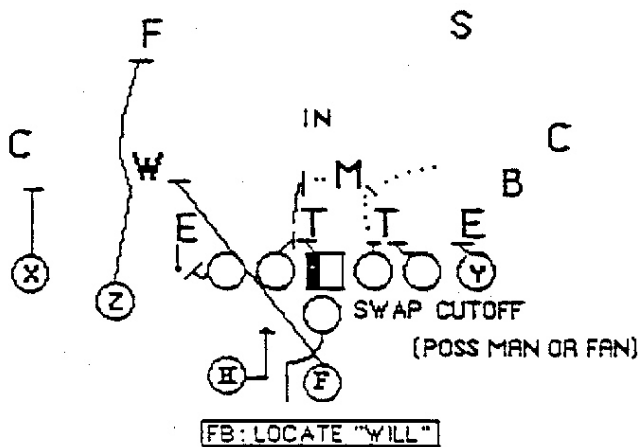
QB: STAY WITH US SUP

59



BROWN RIGH SLOT HB 43 LAG

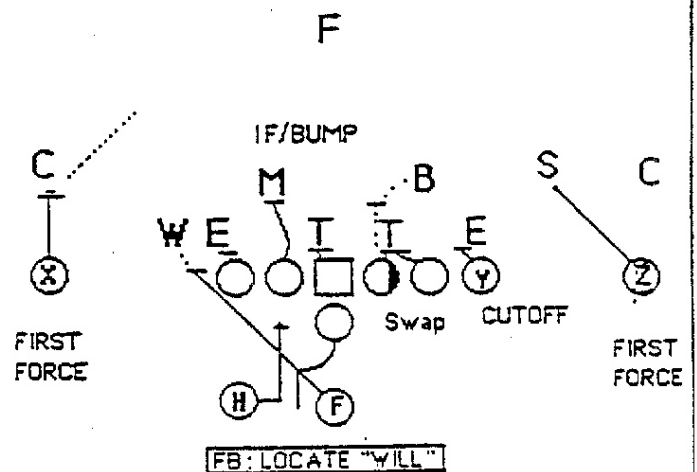
58 W PHOENIX



Z ALERT TO BY PASS WILL
AND BLOCK FS

BROWN RIGH SLOT HB 43 LAG

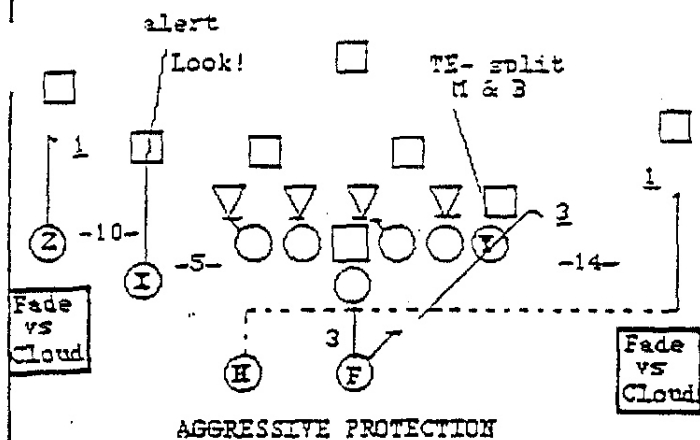
57



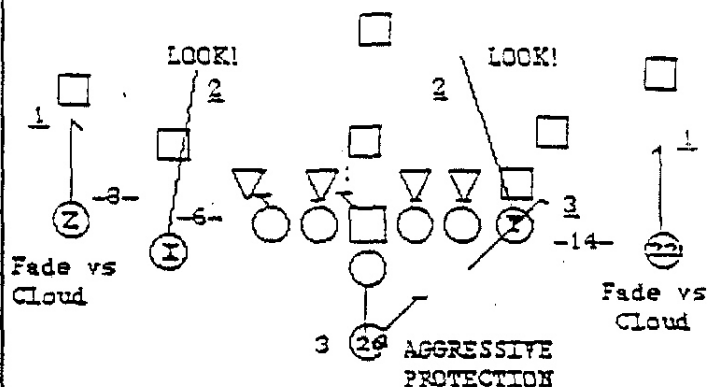
BROWN RIGHT HB 43 LAG

* ALERT TO POSSIBLE COB US 57, LOCATE MLB

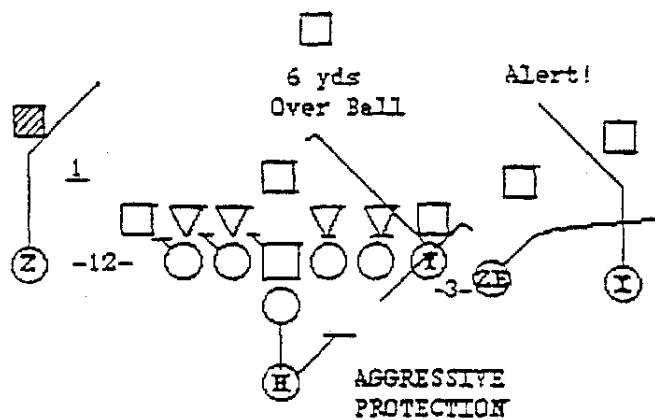
BROWN RIGHT ZOOM "A" RIGHT
200 JET HAMMER
(ALERT 358-359)



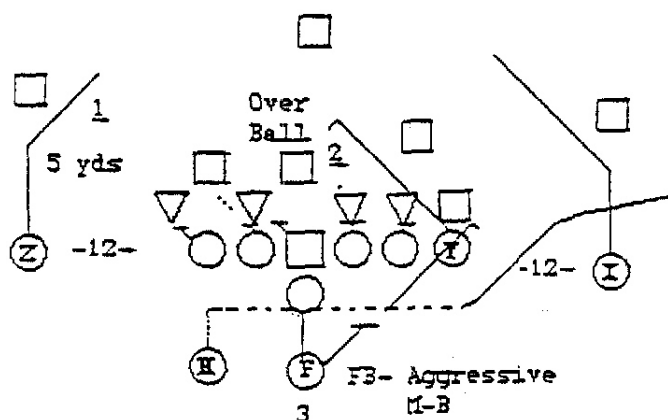
(ROCK) HARVEY FAR WEST RIGHT ZOOM
200 JET HAMMER
(ALERT 358-359)



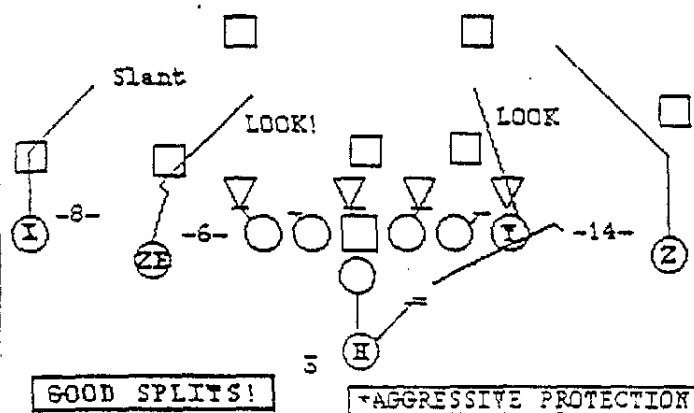
TRIPS RIGHT "X"
200 JET SMOKE "Y" HOOK
(ALERT 358-359)



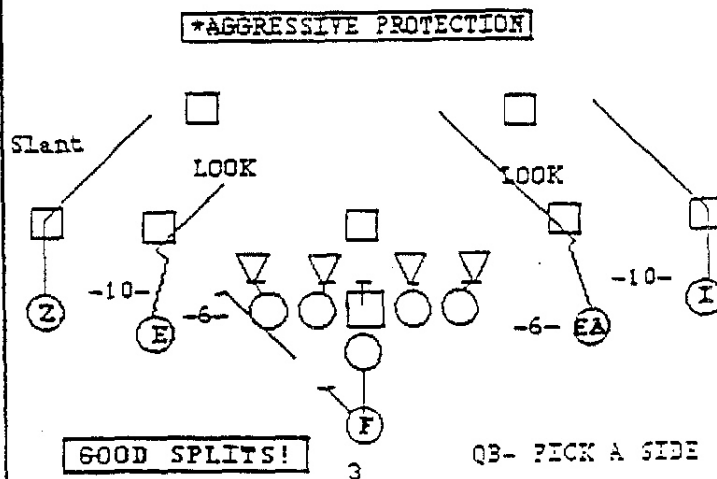
BROWN RIGHT "X" "A" RIGHT
200 JET SMOKE "Y" HOOK
(ALERT 358-359)



(ZEB) DOUBLE WING RIGHT
200 JET LION
(ROCK) HARV FAR WEST RIGHT SLOT

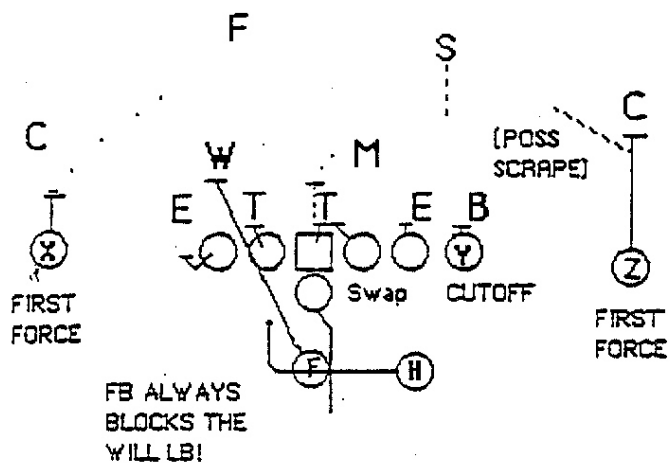


(EAG) SPREAD LEFT
300 JET LION



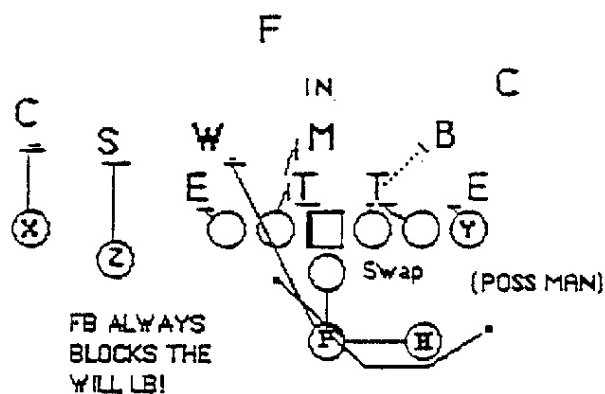
QB- PICK A SIDE

25 (SUP)



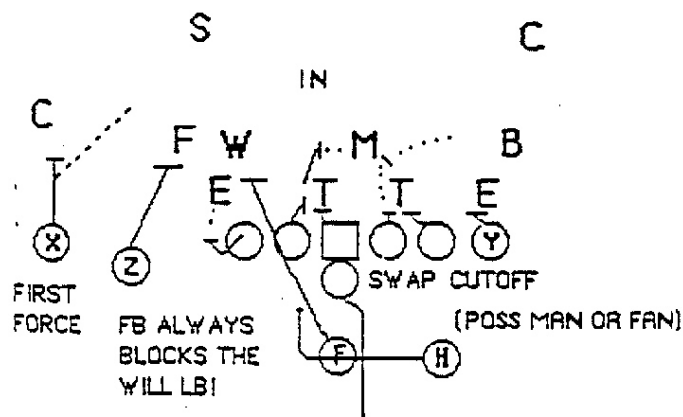
BLUE RIGHT FOR 3 LAG

59



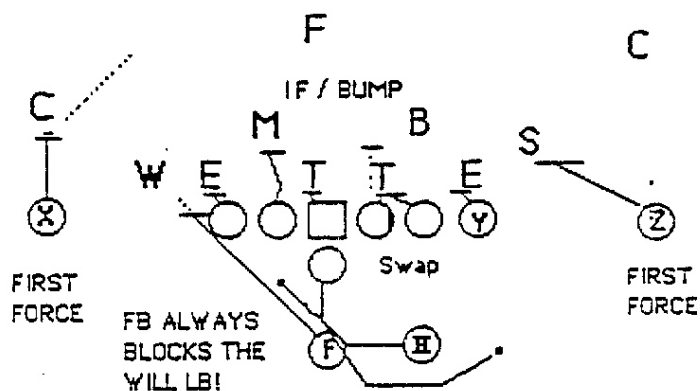
BLUE RIGHT SLOT FOR 3 LAG

58 W PHOENIX



BLUE RIGHT SLOT FOR 3 LAG

57

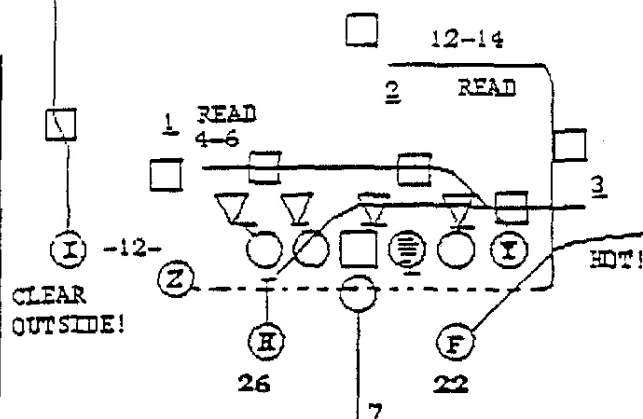


BLUE RIGHT FOR 3 LAG

* ALERT TO POSSIBLE COB, LOCATE MLB

RED RIGHT SLOT "F" RIGHT
22 "Y" DRIVE HB BURST
(POSSIBLE ROCKET)!

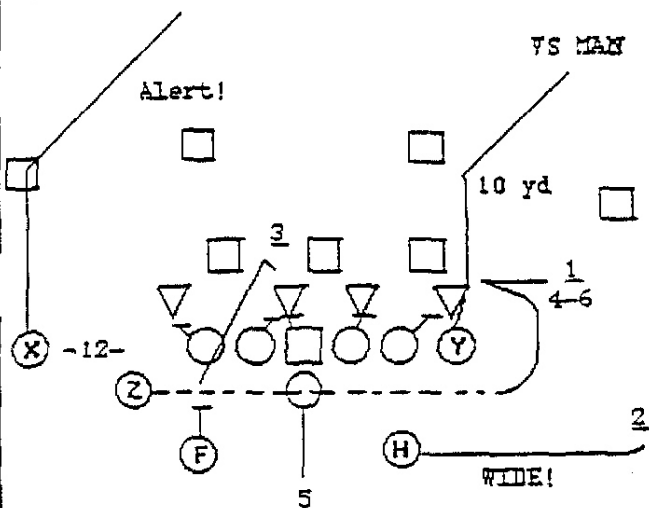
ALERT



CHANGE RIGHT SLOT "F" RIGHT
22 "Z" SPOT

VS MAX

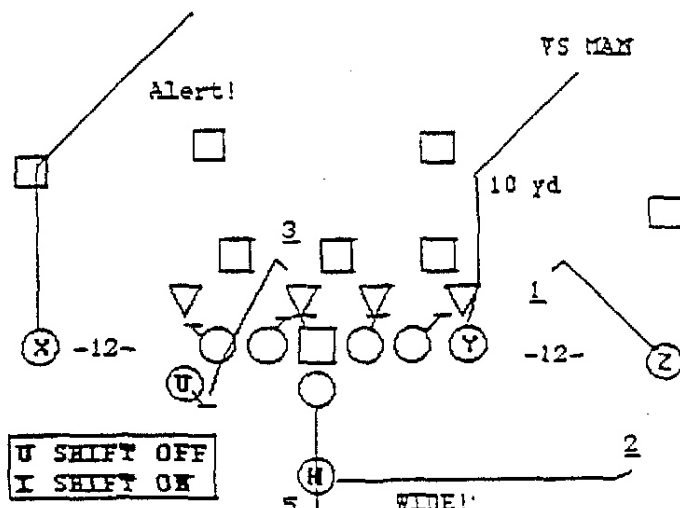
Alert!



(T/PAT) SOLO RIGHT "U" DEEP
22 "Z" SPOT

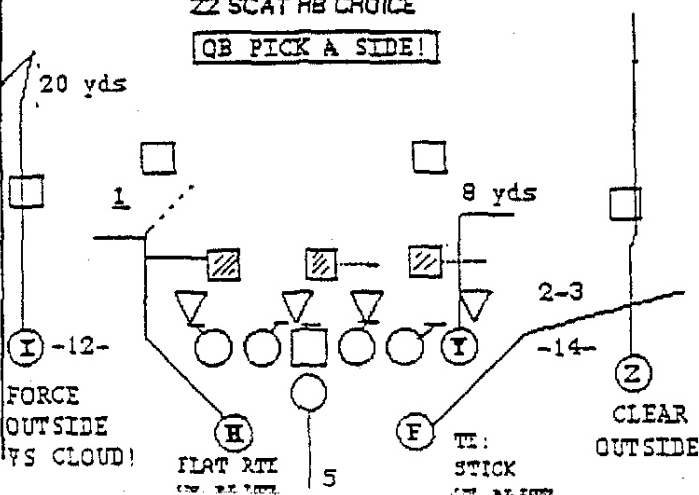
VS MAX

Alert!



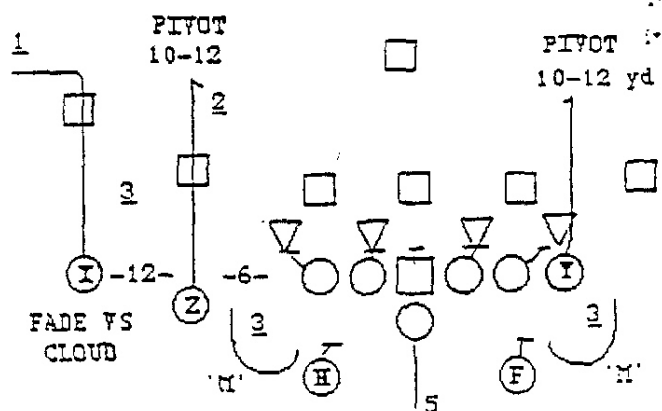
RED RIGHT
22 SCAT HB CHOICE

QB PICK A SIDE!

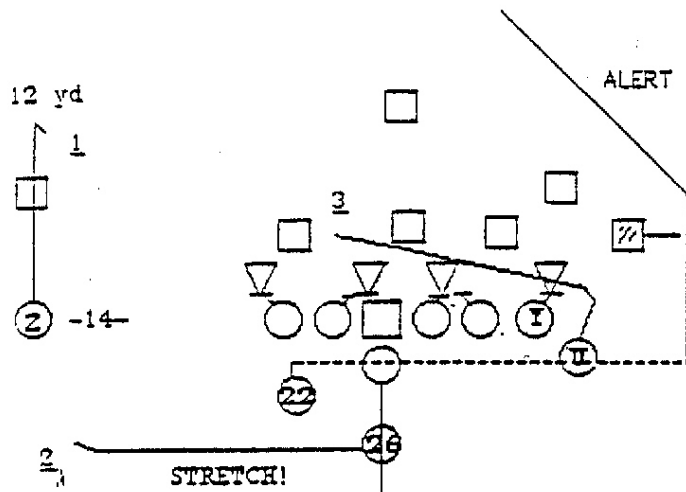


RED RIGHT SLOT
24 WINSTON

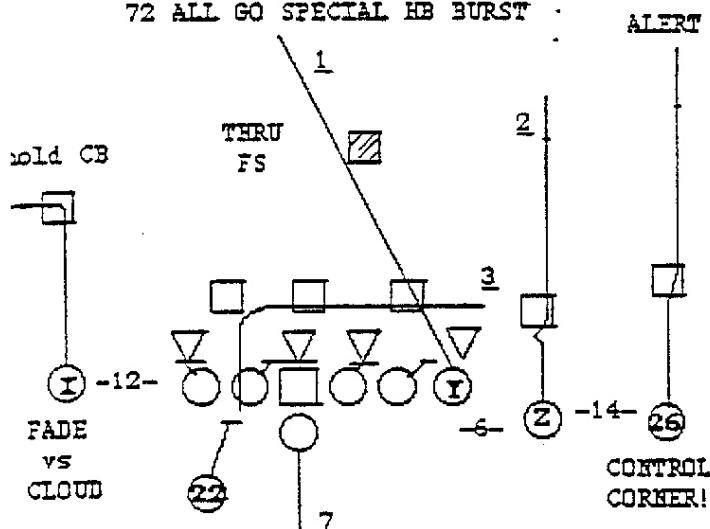
"Z" CALL FOR DOUBLE BUMP!



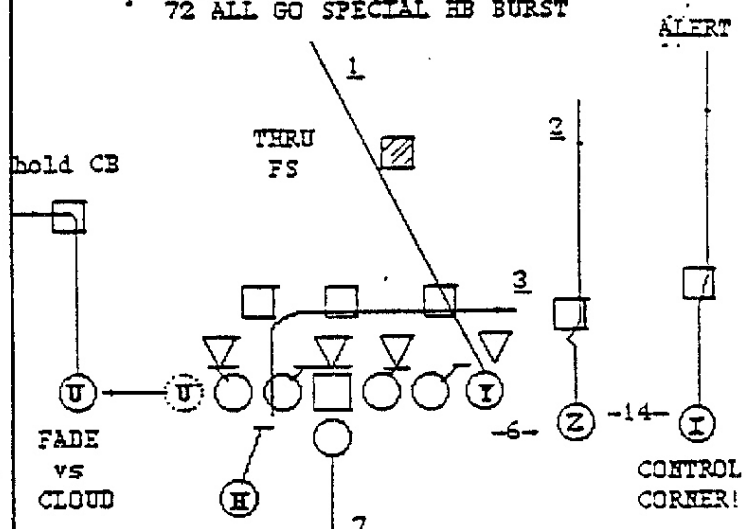
(U-ROCK) WEAK RIGHT WEST "A" RIGHT
70 "Z" IN



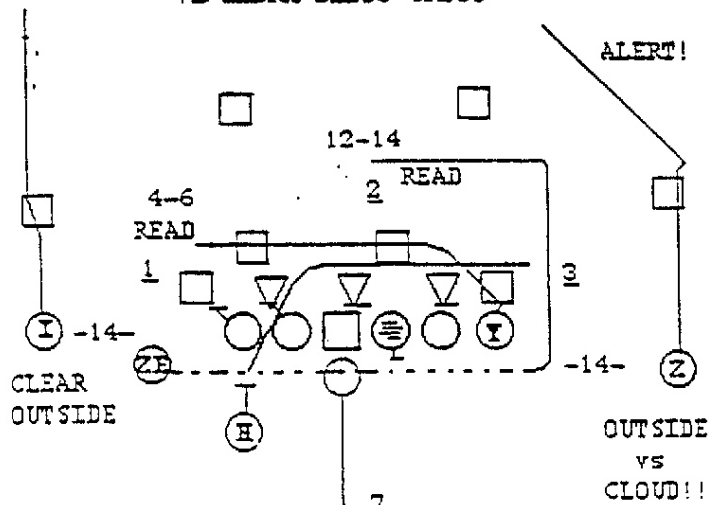
(ROCK) HARVEY FAR TRIPS RIGHT
72 ALL GO SPECIAL HB BURST



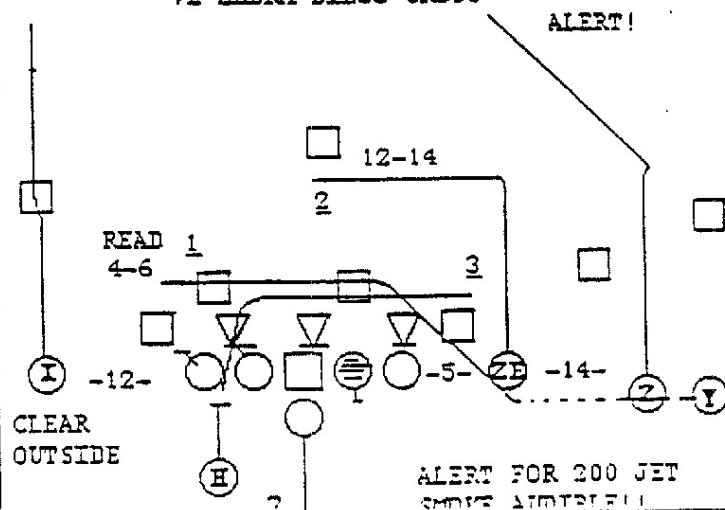
(T) TWIN RIGHT "ROB" SHIFT
72 ALL GO SPECIAL HB BURST



(ZEB) DOUBLE WING RIGHT ZEBRA RIGHT
72 ZEBRA BINGO CROSS

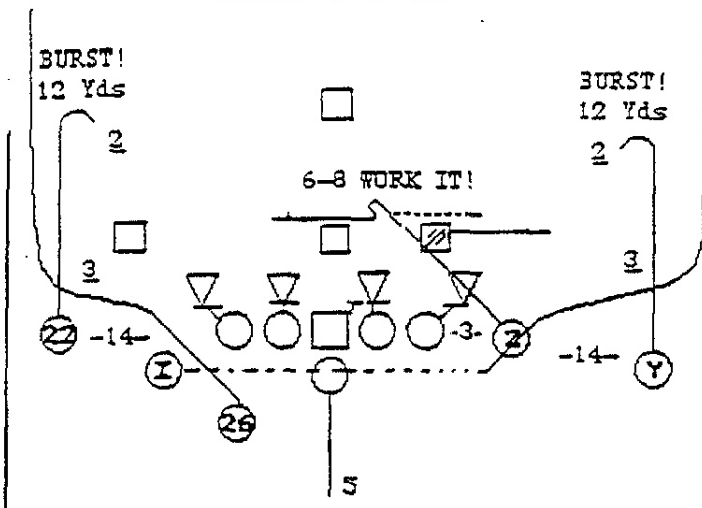


(ZEB) TRIPS RIGHT "Y" SHORT
72 ZEBRA BINGO CROSS

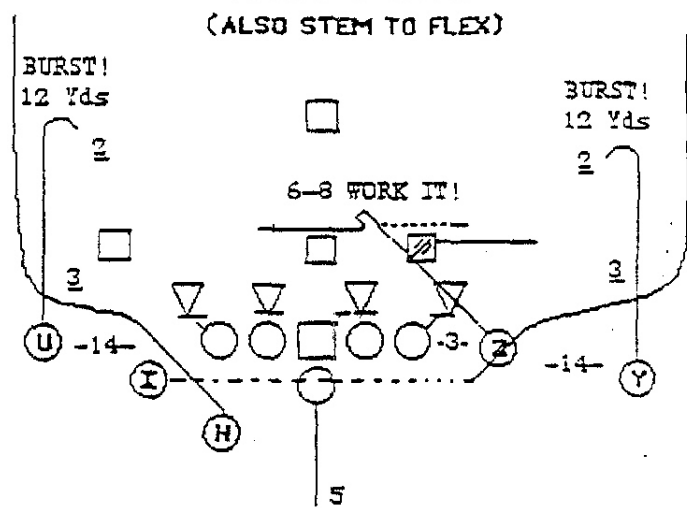


ALERT FOR 200 JET
CHUTE AND BURN!!

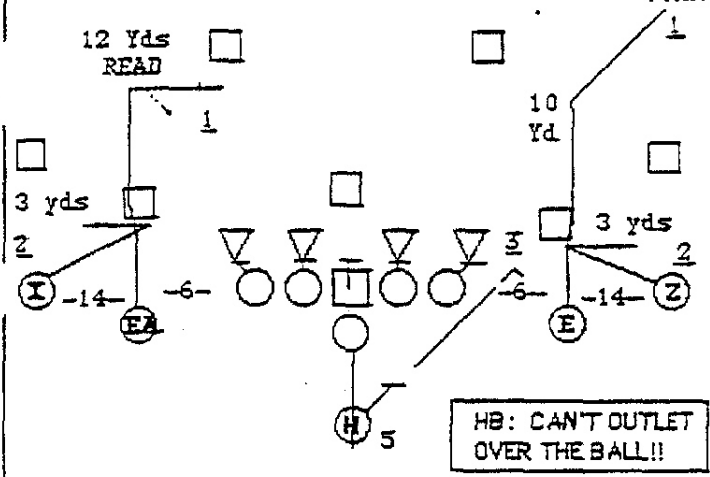
(ROCK) FLEX RIGHT "X" RIGHT
72 SCAT "Z" OPTION



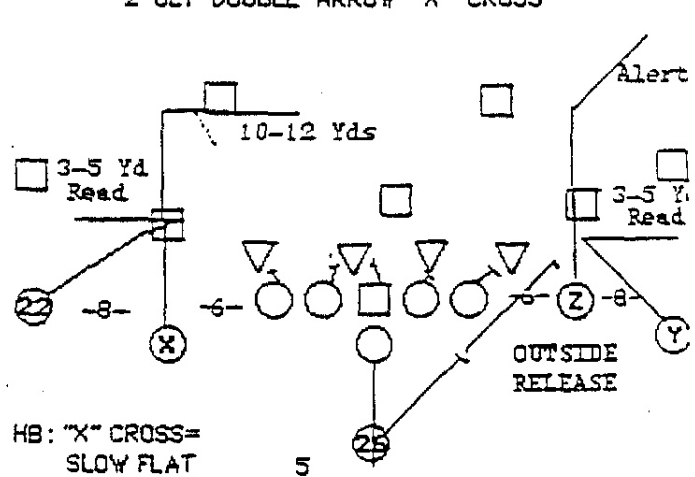
(T) FLEX RIGHT "X" RIGHT
72 SCAT "Z" OPTION
(ALSO STEM TO FLEX)



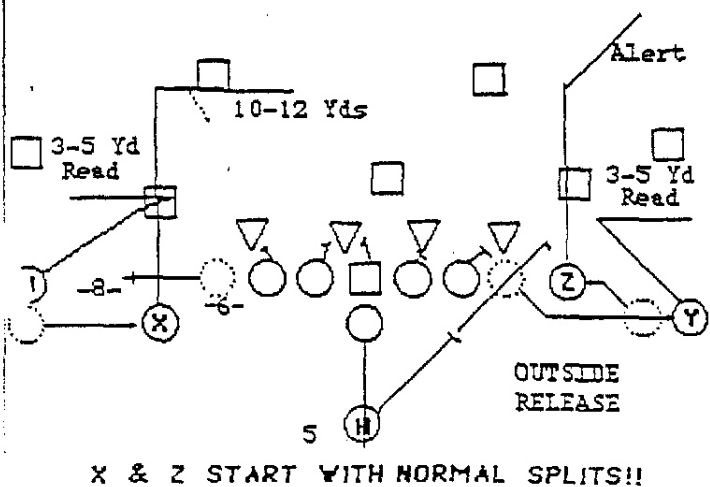
(EAG) SPREAD RIGHT
2 JET DOUBLE ARROW "EAGLE" CROSS VS MAN



(ROCK) FLEX RIGHT
2 JET DOUBLE ARROW "X" CROSS

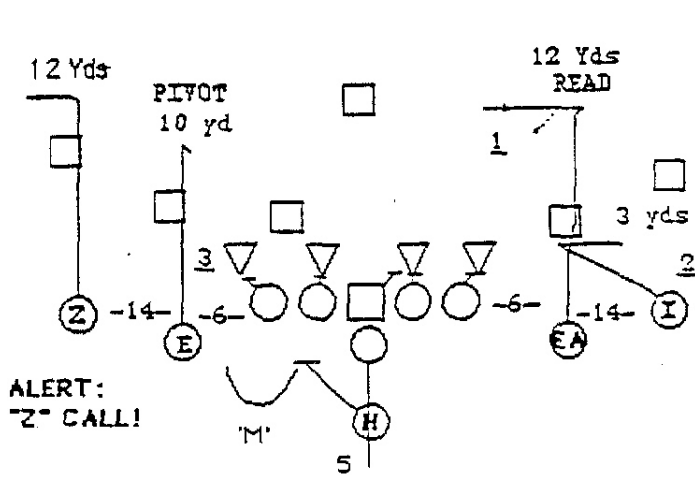


(T) STEM TO FLEX RIGHT
2 JET DOUBLE ARROW "X" CROSS

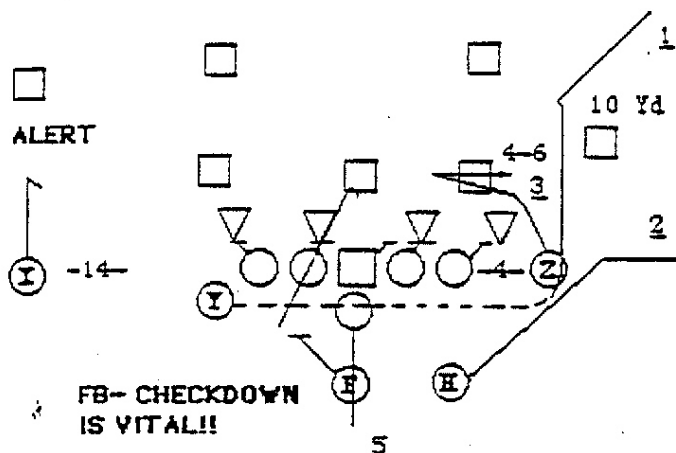


X & Z START WITH NORMAL SPLITS!!

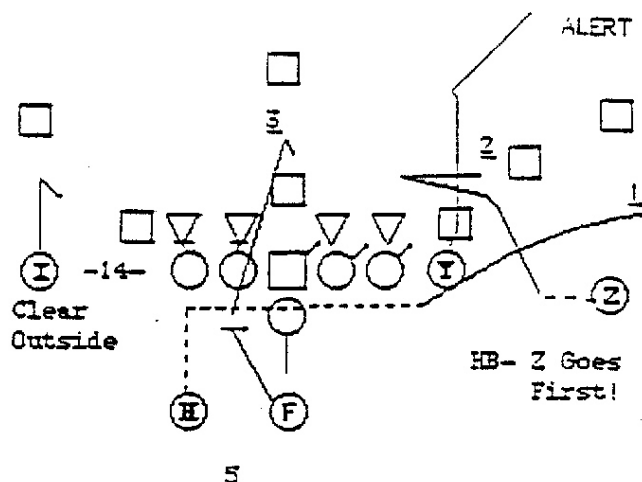
(EA) SPREAD LEFT
3 JET WINSTON EAGLE CROSS



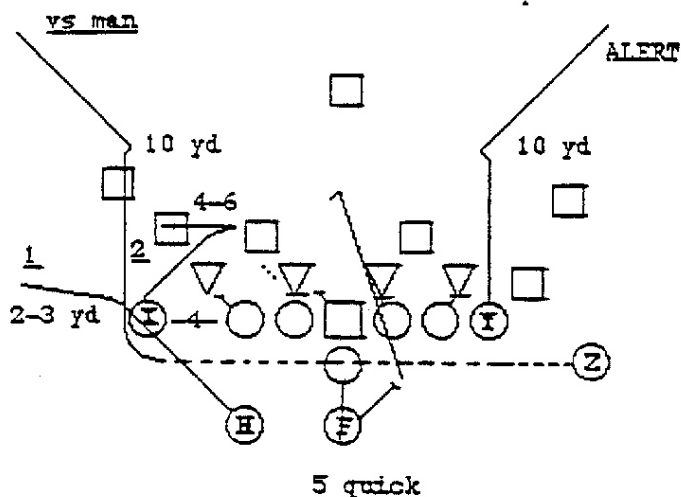
BLUE RIGHT "Y" MOTION
3 JET FLANKER ARROW HB QUICK
(POSSIBLE BLUE RIGHT "E" MOTION)



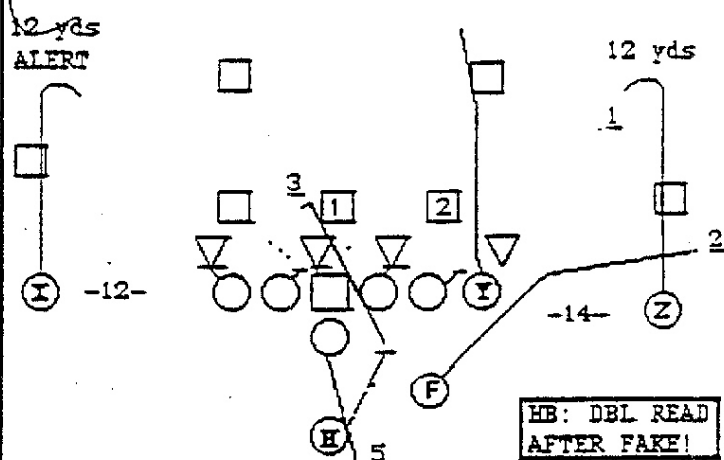
BROWN RIGHT "A" RIGHT
3 JET FLANKER ARROW HB QUICK

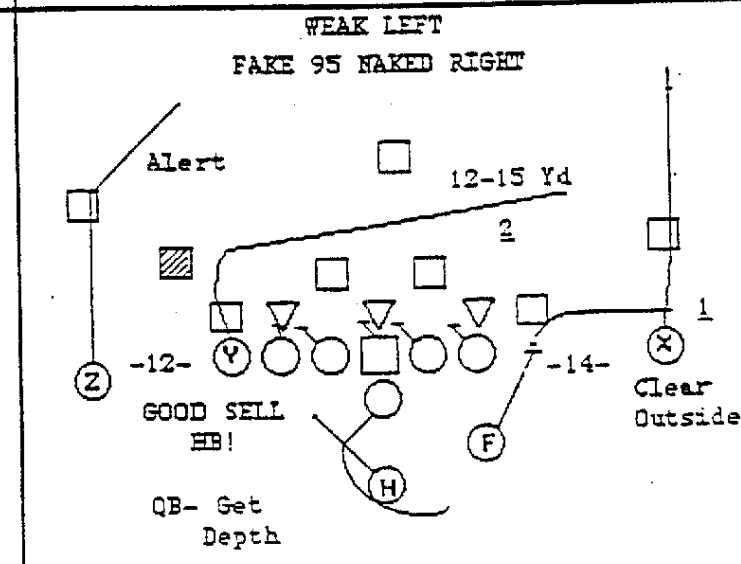
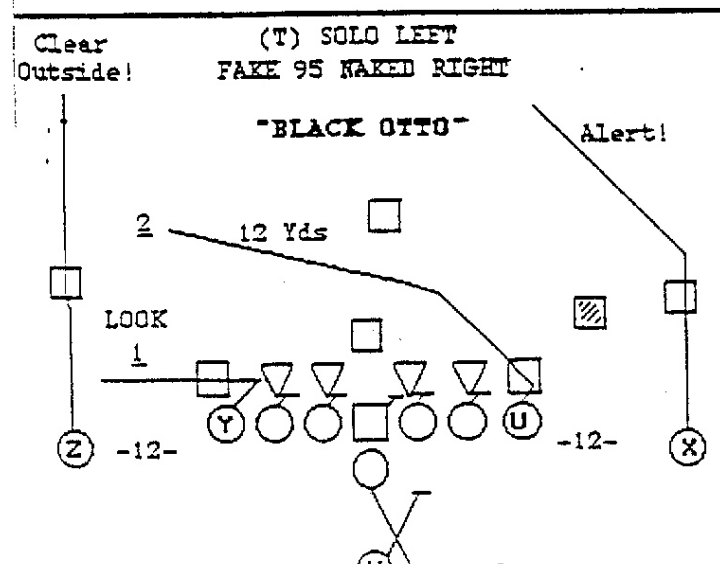
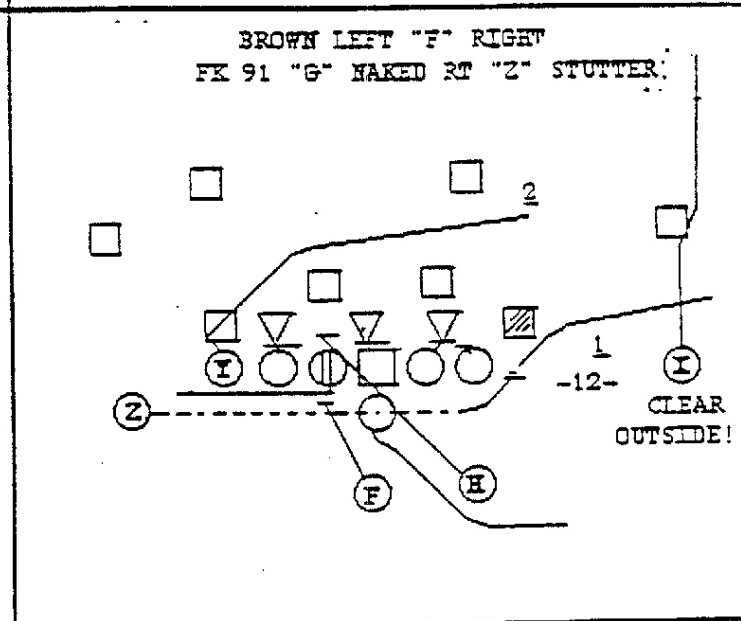
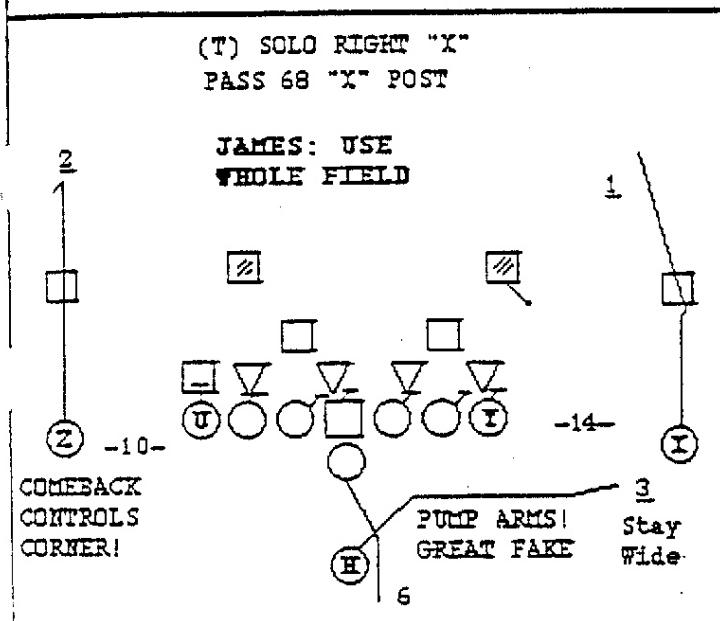
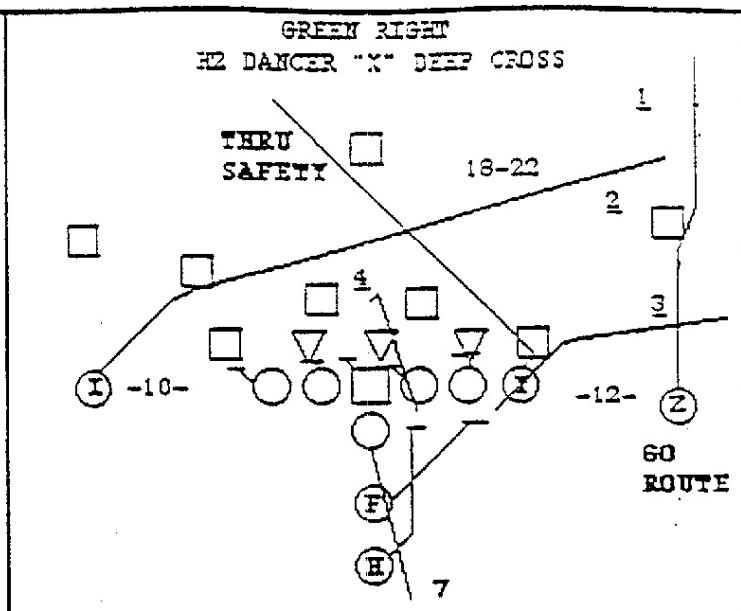
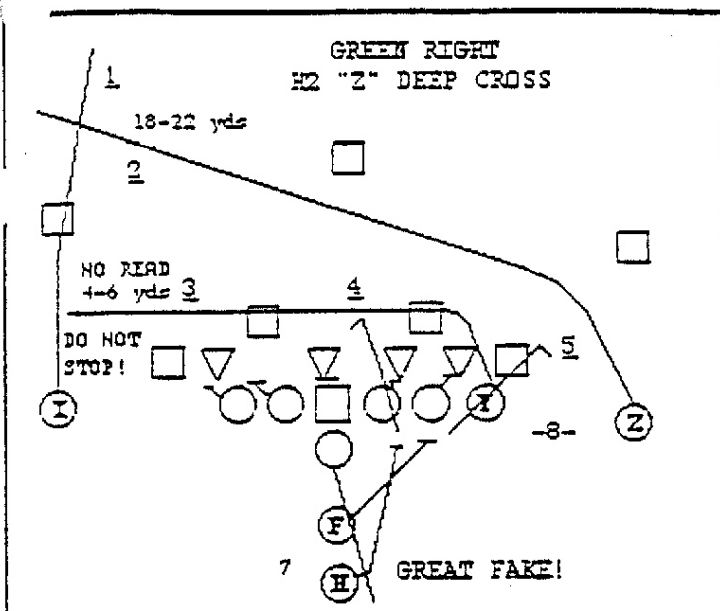


BROWN RIGHT "F" LEFT
2 JET "X" ARROW "HB" QUICK



STRONG RIGHT
FIRE 2 HANK "Y" GO

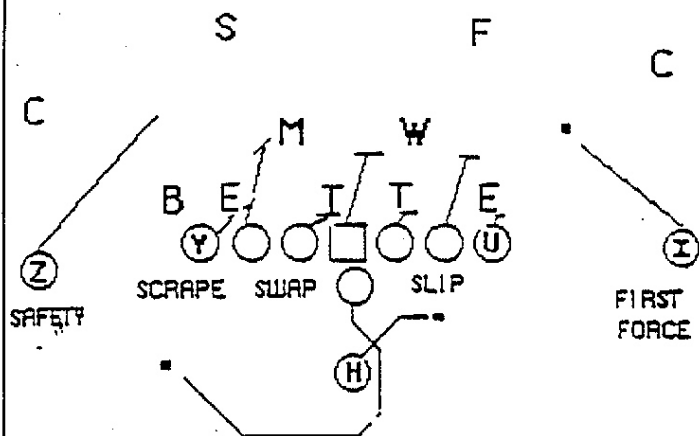




BROWN RIGHT SLOT "A" RIGHT
FAKE 38 "HB" PASS

25

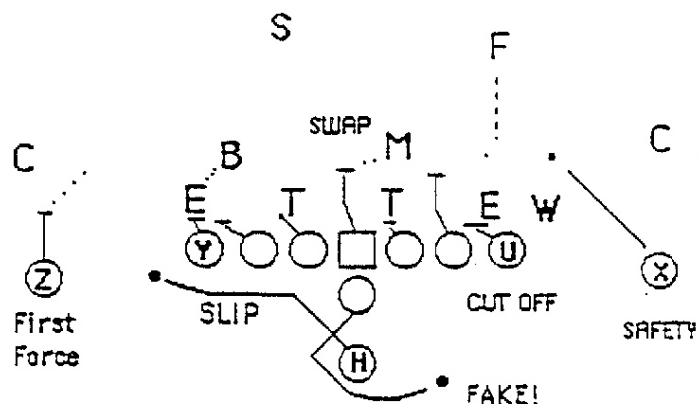
"BLACK OTTO, BLACK OTTO"
(PLAY BECOMES 68 HAND OFF)
(CHECK TO 3 TECH)



(T) SOLO LEFT 69 HAND OFF

*QB ALERT: AUDIBLE US 8 MAN BOX OR STRONG OVERLOAD
GO TO 200-300 JET SMOKE/HAMMER/OAKLAND

57 FUP

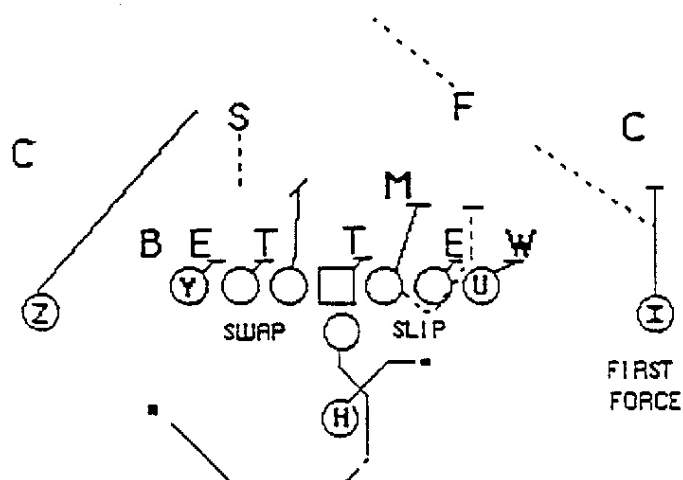


(T) SOLO LEFT 69 HAND OFF

*QB ALERT: AUDIBLE US 8 MAN BOX OR STRONG OVERLOAD
GO TO 200-300 JET SMOKE/HAMMER/OAKLAND

58 SUP

"BLACK OTTO, BLACK OTTO"
(PLAY BECOMES 68 HAND OFF)
(CHECK AWAY FROM SKY FORCE)

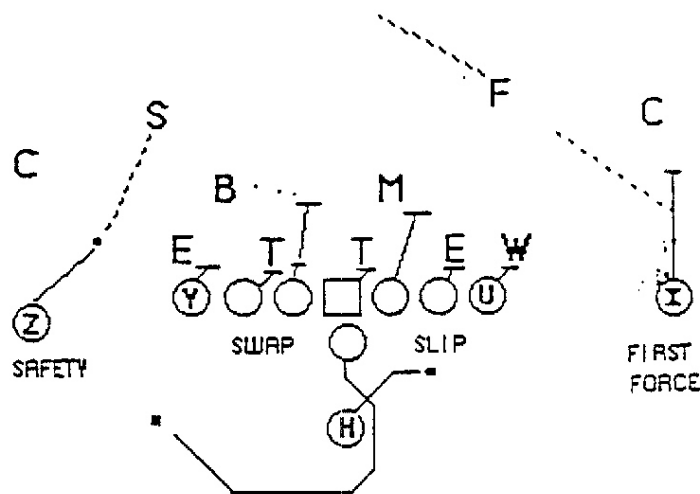


(T) SOLO LEFT 69 HAND OFF

*QB ALERT: AUDIBLE US 8 MAN BOX OR STRONG OVERLOAD
GO TO 200-300 JET SMOKE/HAMMER/OAKLAND

57

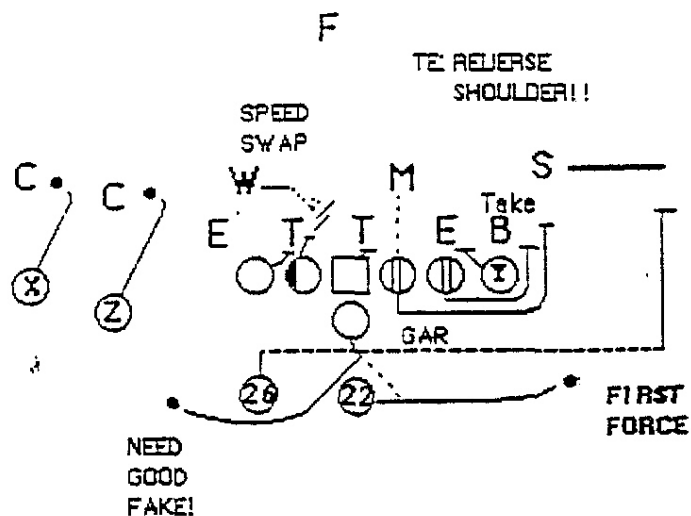
"BLACK OTTO, BLACK OTTO"
(PLAY BECOMES 68 HAND OFF)
(CHECK AWAY FROM SKY FORCE)



(T) SOLO LEFT 69 HAND OFF

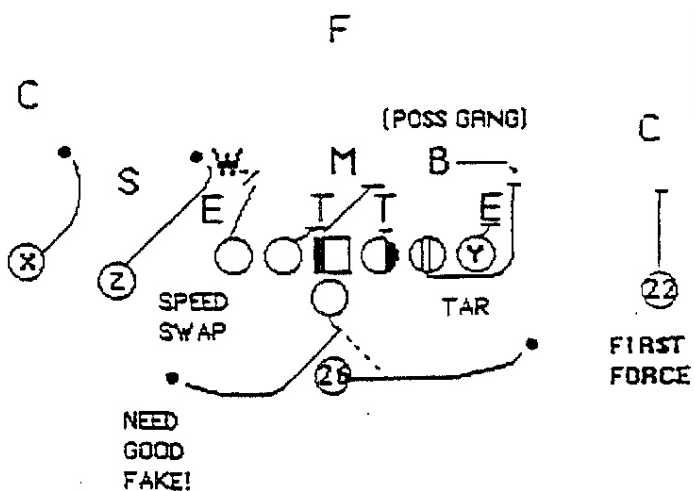
*QB ALERT: AUDIBLE US 8 MAN BOX OR STRONG OVERLOAD
GO TO 200-300 JET SMOKE/HAMMER/OAKLAND

25 (SUP)



(ROCK) BROWN RT SLOT "A" RIGHT 38 "F"

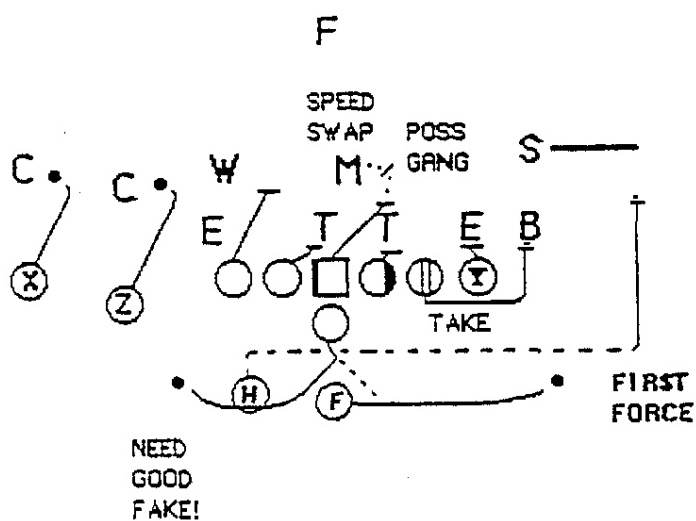
59



(ROCK) HARVEY FAR WEST AT SLOT 38 "F"

QB: ALERT ~BLACK 66 ALASKA US WIDE 9 TECH

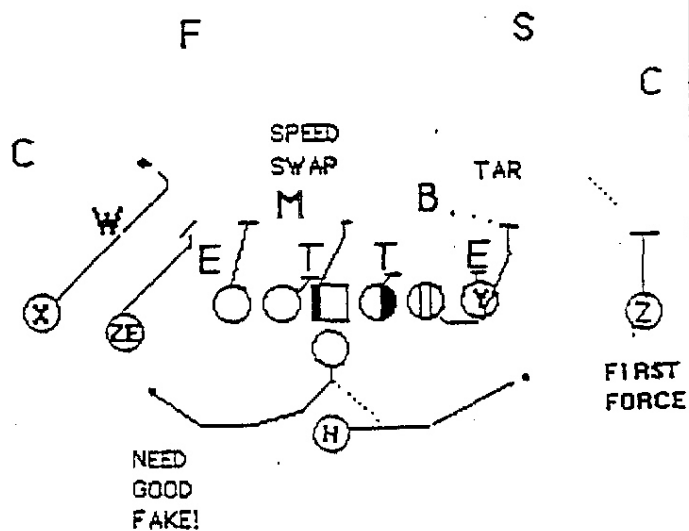
50 W PHOENIX



BROWN RT SLOT "A" RIGHT 38 "F"

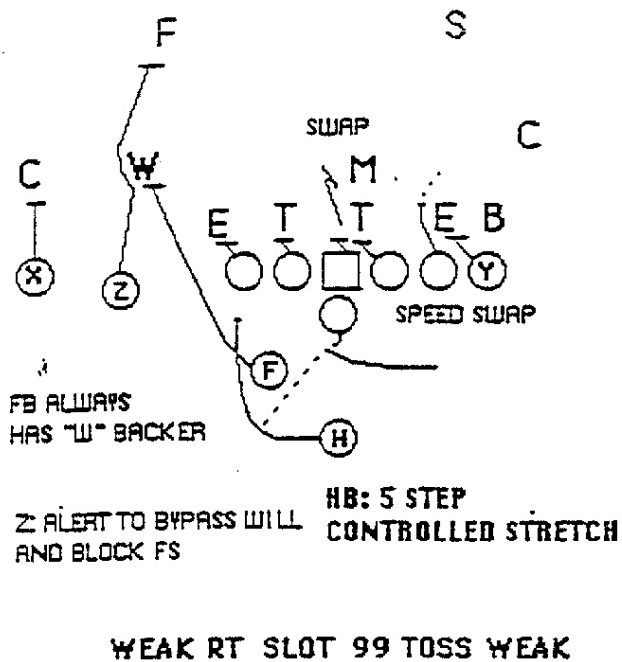
QB: ALERT "BLACK 66 ALASKA" US 2 LOOK

57

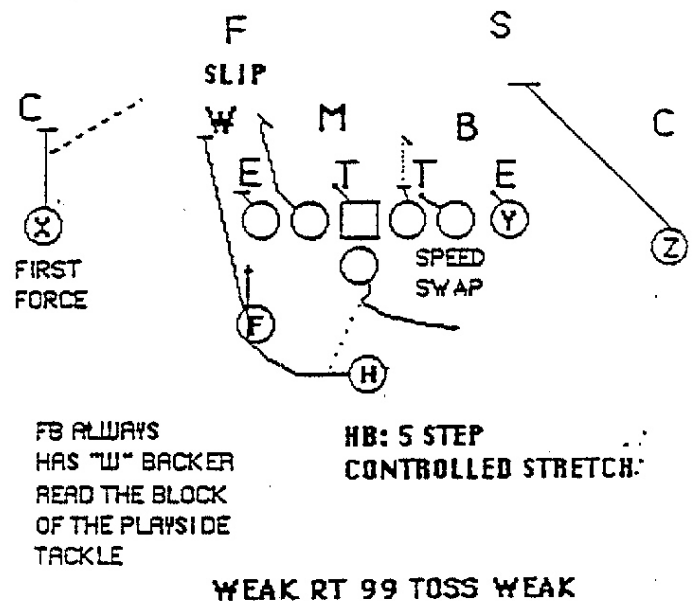


(ZE) DOUBLE WING RIGHT 38 "F"

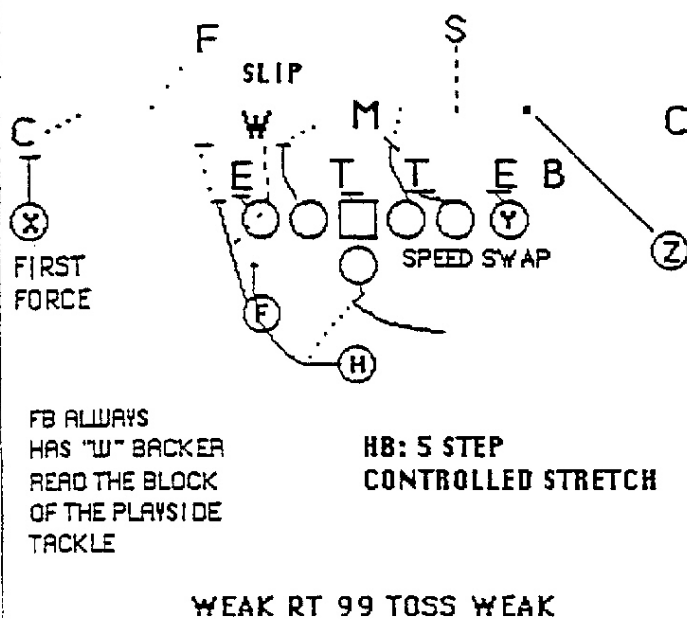
25



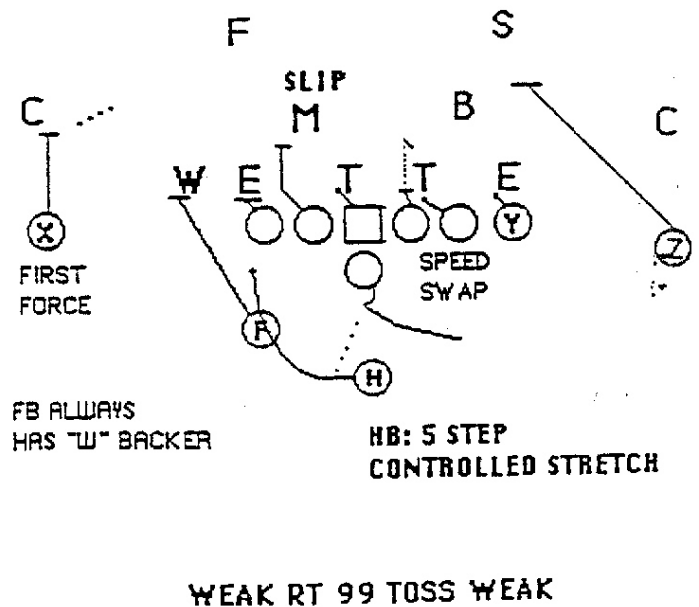
59



58 W PHOENIX

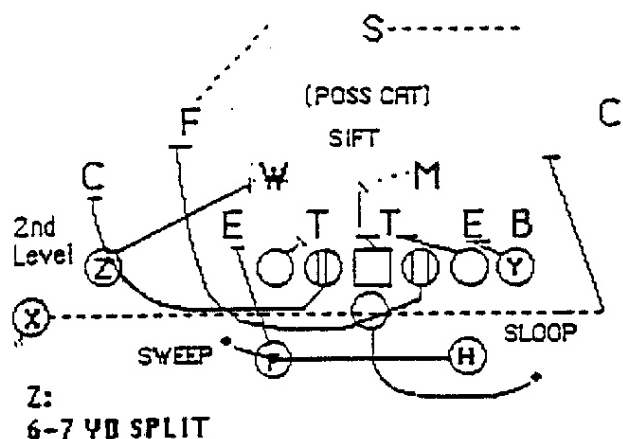


57



25

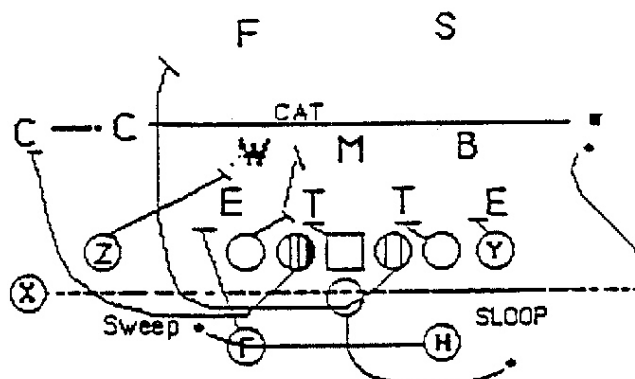
(QB: POSSIBLE AUDIBLE US WEAKSIDE OVERLOAD)
324-325 OAKLAND/HAMMER/STORK



CHANGE RIGHT SLOT "X" RIGHT
19 HAND OFF CRACK

59

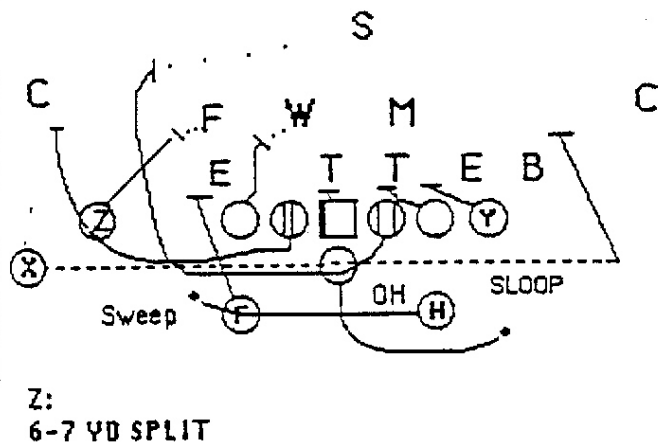
(QB: POSSIBLE AUDIBLE US WEAKSIDE OVERLOAD)
324-325 OAKLAND/HAMMER/STORK



CHANGE RIGHT SLOT "X" RIGHT
19 HAND OFF CRACK

58 W PHOENIX (FUP)

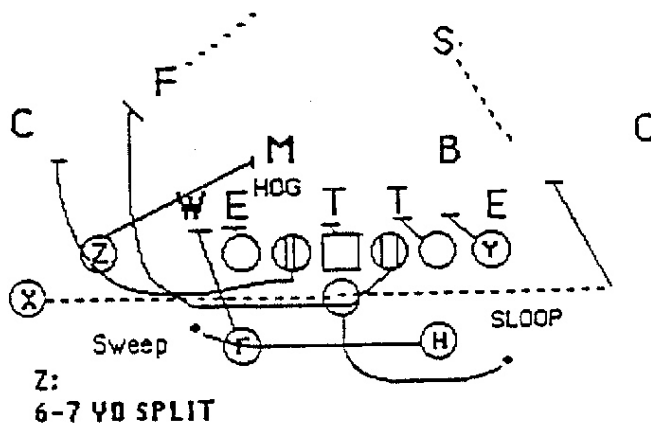
(QB: POSSIBLE AUDIBLE US WEAKSIDE OVERLOAD)
324-325 OAKLAND/HAMMER/STORK



CHANGE RIGHT SLOT "X" RIGHT
19 HAND OFF CRACK

57

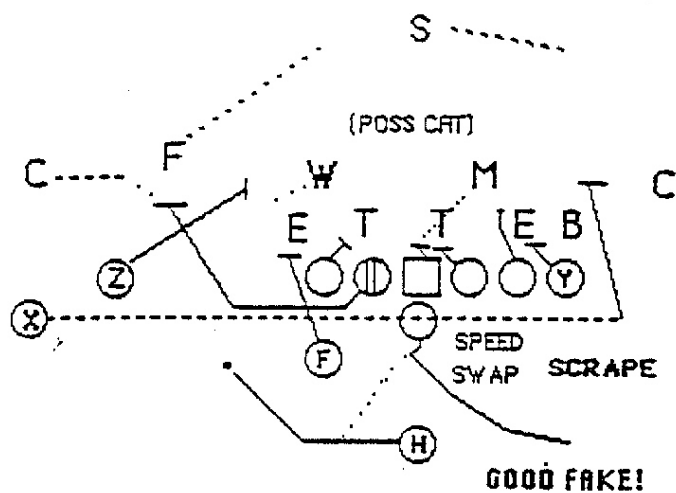
(QB: POSSIBLE AUDIBLE US "TWO LOOK")
324-325 OAKLAND/HAMMER/STORK



CHANGE RIGHT SLOT "X" RIGHT
19 HAND OFF CRACK

25

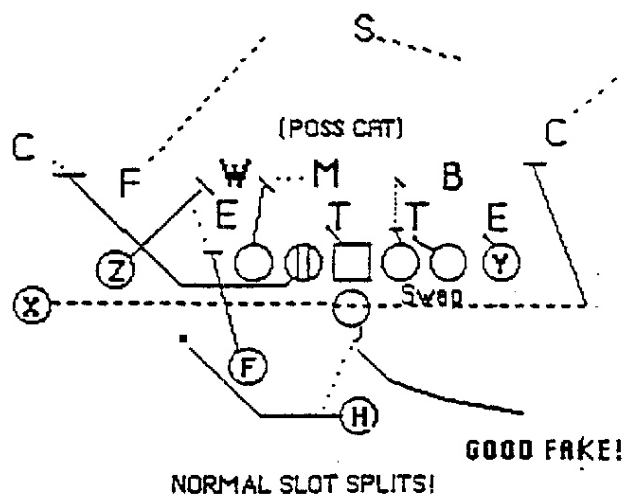
(QB: POSSIBLE AUDIBLE US "2 LOOK")
324-325 OAKLAND/HAMMER/STORK



WEAK RIGHT SLOT "H" RIGHT
99 TOSS CRACK

59

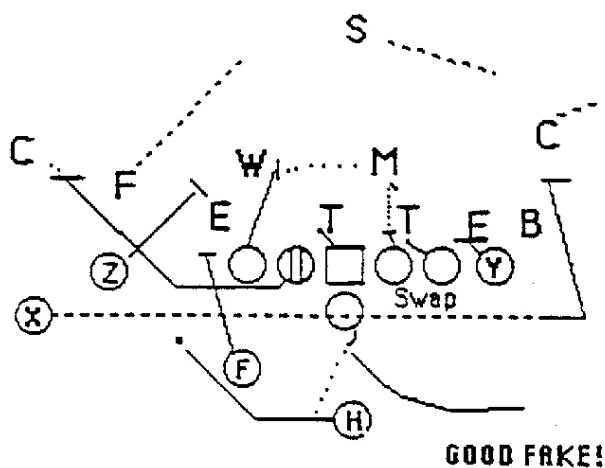
(QB: POSSIBLE AUDIBLE US "2 LOOK")
324-325 OAKLAND/HAMMER/STORK



WEAK RIGHT SLOT "X" RIGHT
99 TOSS CRACK

58 W PHOENIX

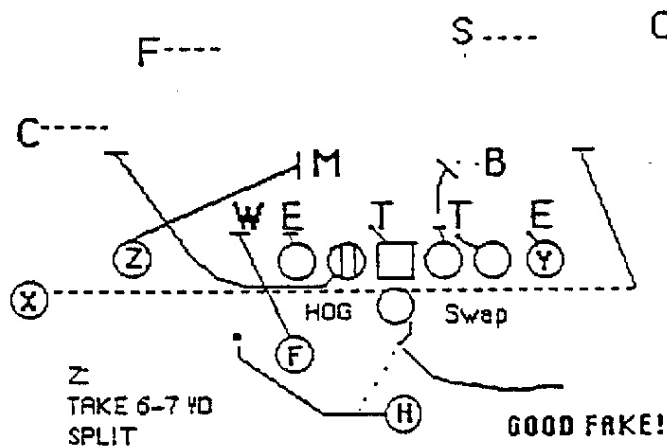
(QB: POSSIBLE AUDIBLE US "2 LOOK")
324-325 OAKLAND/HAMMER/STORK



WEAK RIGHT SLOT "K" RIGHT
99 TOSS CRACK

57

(QB: POSSIBLE AUDIBLE US "2 LOOK")
324-325 OAKLAND/HAMMER/STORK



WEAK RIGHT SLOT "X" RIGHT
99 TOSS CRACK

TIM: LET "X"
GO FIRST!

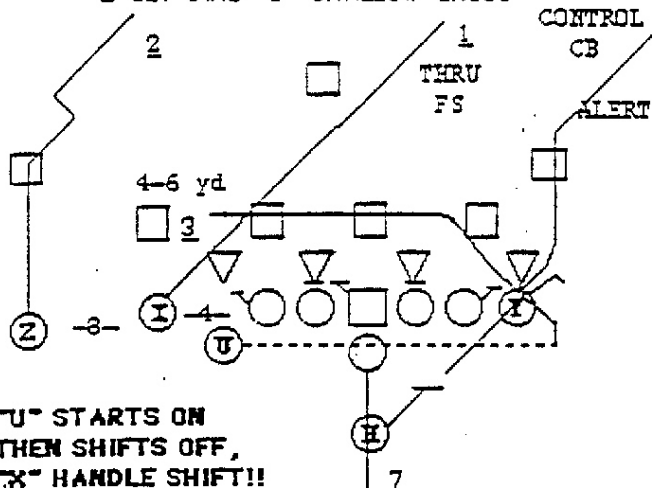
TE: MUST
OUTSIDE
RELEASE!

"E" MAN
ALERT!

CHECK WIDE!

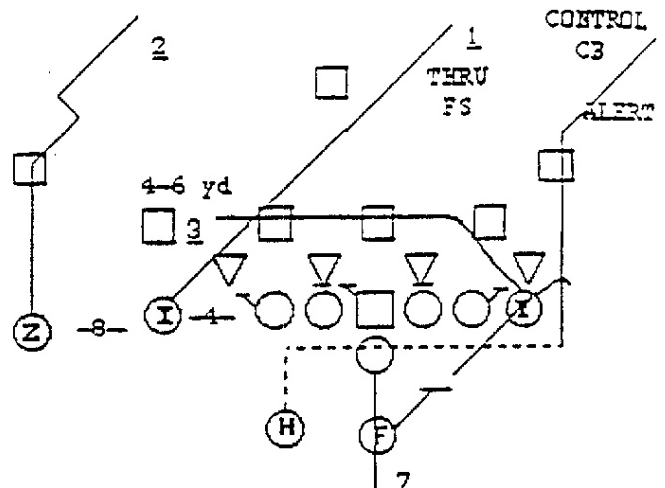
DIG TS
F/A

(T) SOLO RIGHT ZOOM "U" RIGHT
2 JET DINO "U" SHALLOW CROSS

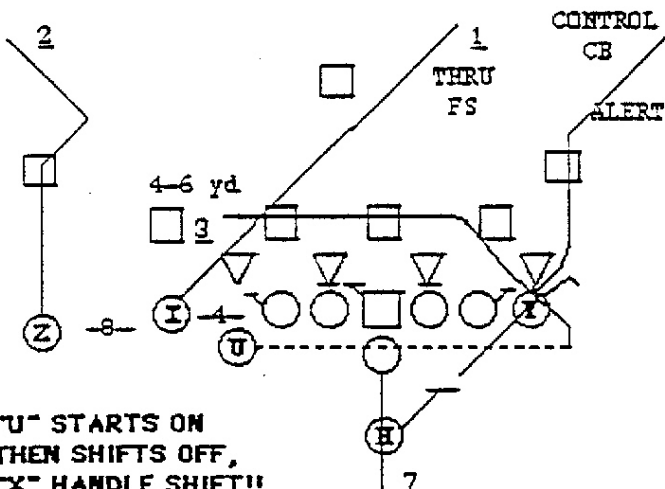


"U" STARTS ON
THEN SHIFTS OFF,
"X" HANDLE SHIFT!!

BROWN RIGHT ZOOM "A" RIGHT
2 JET DINO "Y" SHALLOW CROSS

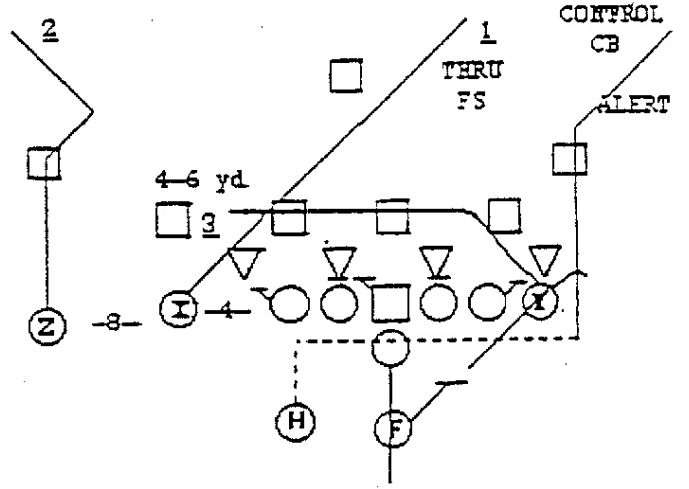


(T) SOLO RIGHT ZOOM "U" RIGHT
2 JET RAZOR "U" SHALLOW CROSS

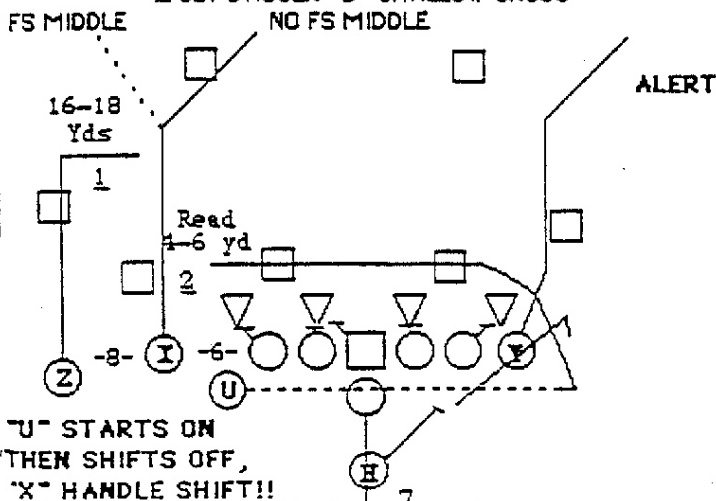


"U" STARTS ON
THEN SHIFTS OFF,
"X" HANDLE SHIFT!!

BROWN RIGHT ZOOM "A" RIGHT
2 JET RAZOR "Y" SHALLOW CROSS

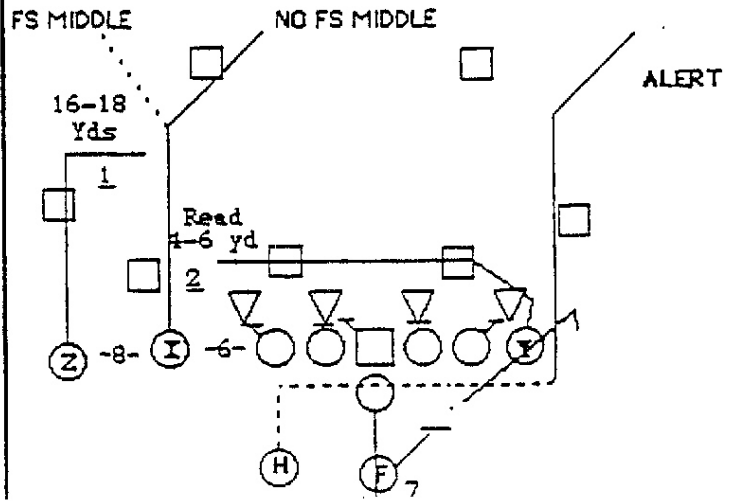


(T) SOLO RIGHT ZOOM "U" RIGHT
2 JET DAGGER "U" SHALLOW CROSS
NO FS MIDDLE

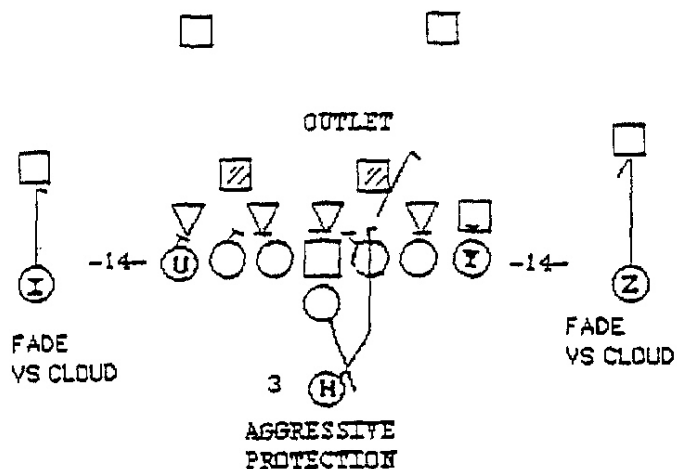


"U" STARTS ON
THEN SHIFTS OFF,
"X" HANDLE SHIFT!!

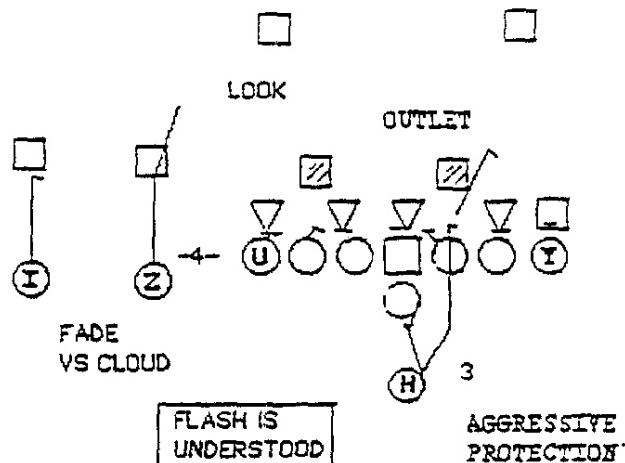
BROWN RIGHT ZOOM "A" RIGHT
2 JET DAGGER "Y" SHALLOW CROSS
NO FS MIDDLE



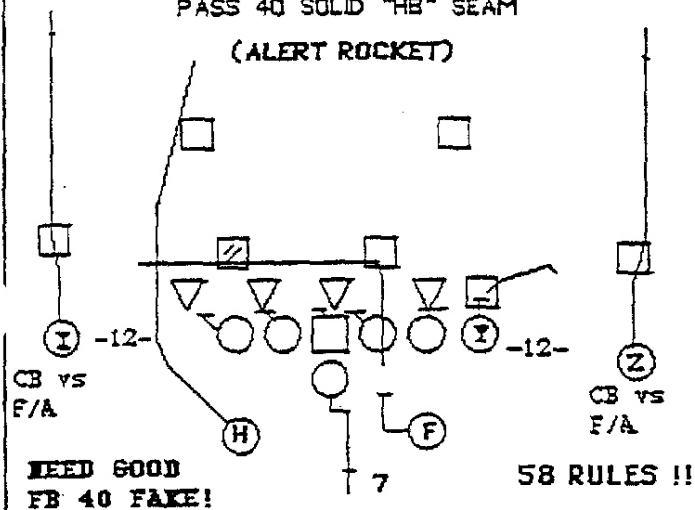
(T) SOLO RIGHT FLASH
PASS 392 HAMMER



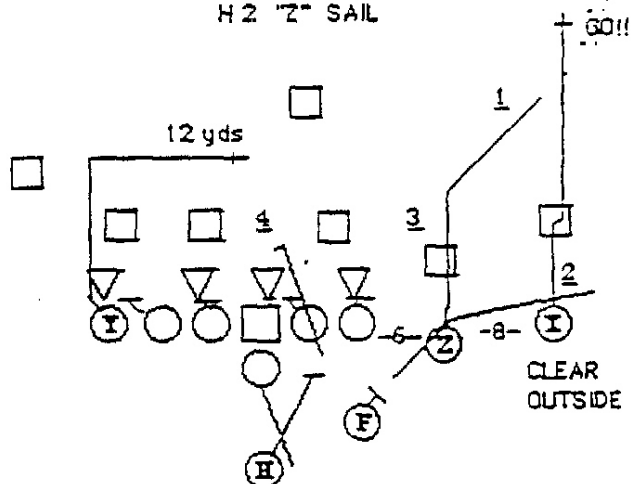
(T) SOLO RIGHT SLOT
PASS 392 HAMMER



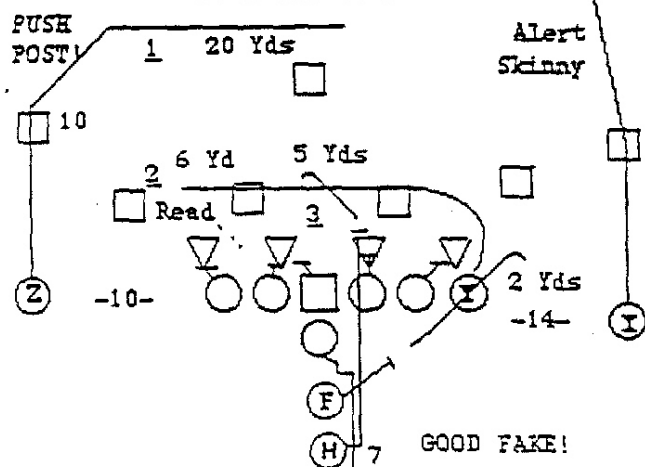
RED RIGHT
PASS 40 SOLID "HB" SEAM
(ALERT ROCKET)



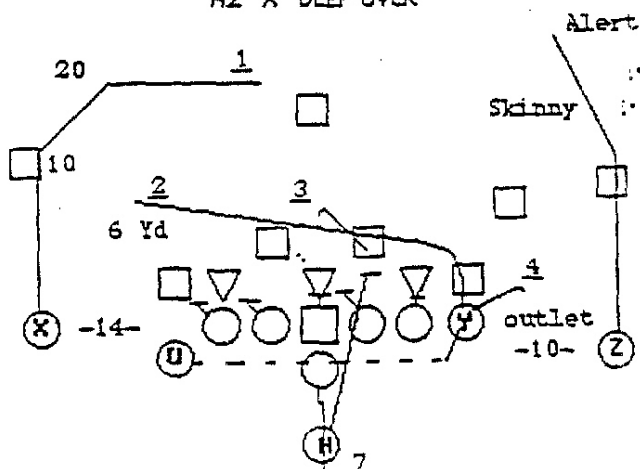
WEAK LEFT SLOT
H 2 "Z" SAIL



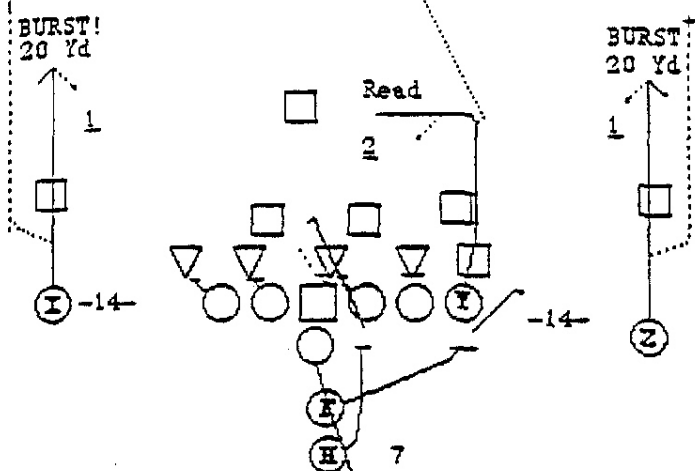
GREEN RIGHT "X"
H2 "Z" DEEP OVER



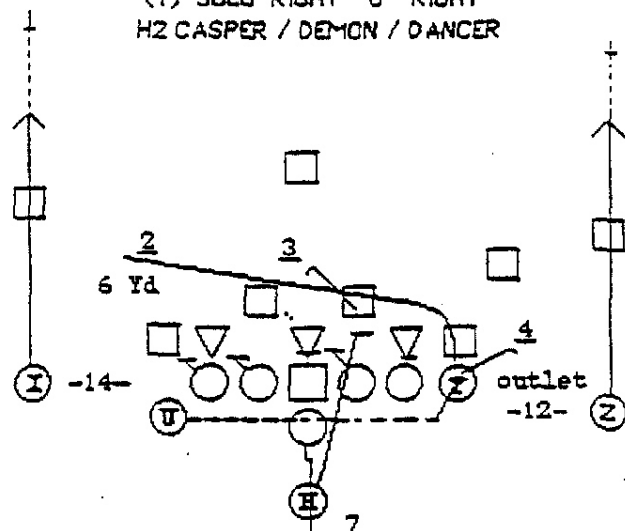
(T) SOLO RIGHT "U" RIGHT
H2 "X" DEEP OVER



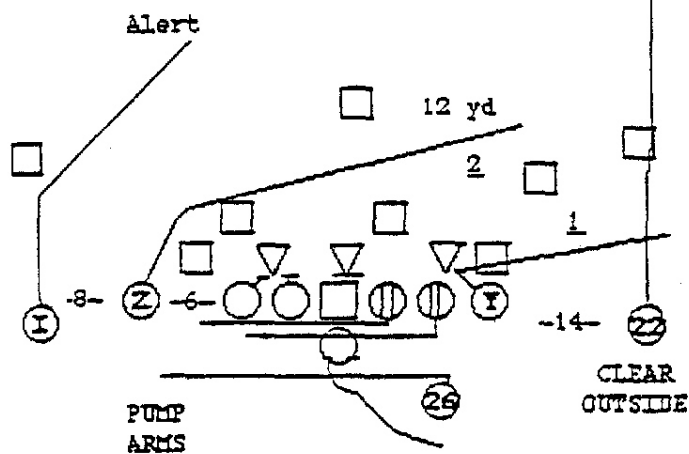
GREEN RIGHT
H2 CASPER / DEMON / DANCER



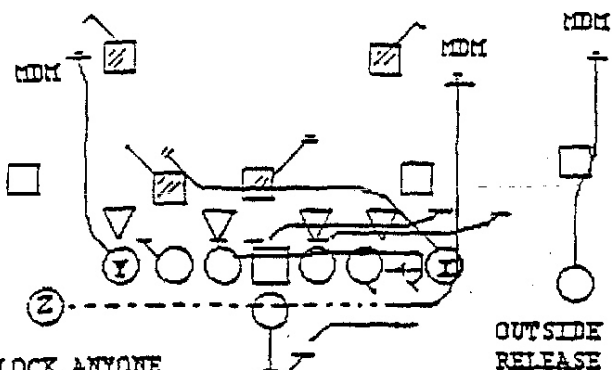
(T) SOLO RIGHT "U" RIGHT
H2 CASPER / DEMON / DANCER



(ROCK) HARVEY FAR WEST RIGHT SLOT
FAKE 15 COUNTER NAKED RIGHT
(ALSO ZEBRA FAR WEST RIGHT SLOT)



(ZEB) FAR DW LEFT "F" RIGHT
 2 JET "X" DRIVE HB SLOW SCREEN RT

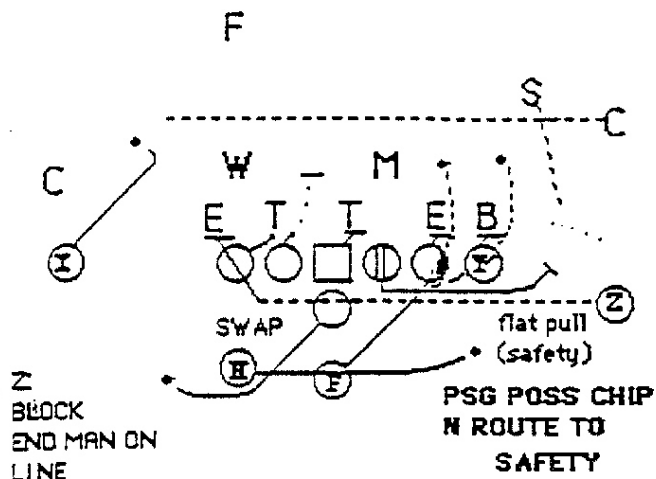


Z: BLOCK ANYONE
 WHO CROSSES
 YOUR FACE!

7
 GO WITH
 GUARD!

OUTSIDE
 RELEASE

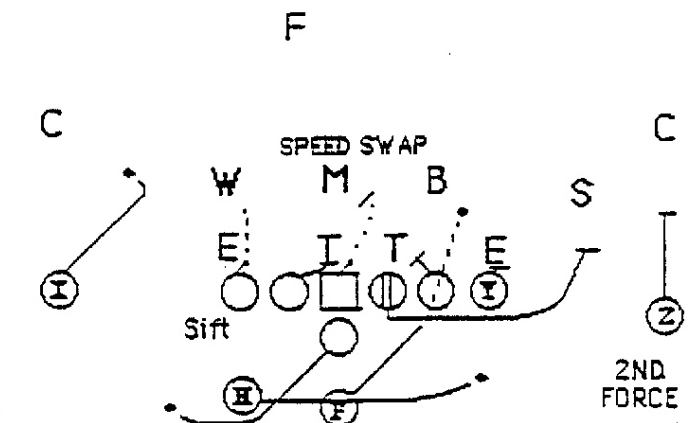
25 (SUP)



PSG: BLOCK SS

BROWN RIGHT "F" LEFT CHECK 16 "G" LEAD

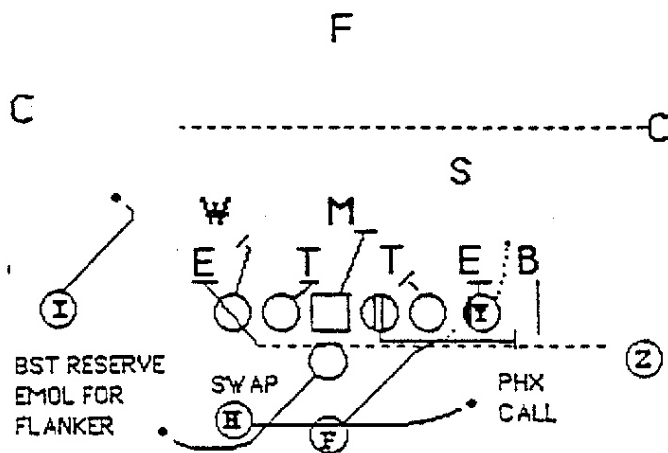
59



PSG: BLOCK SS

BROWN RIGHT 16 "G" LEAD

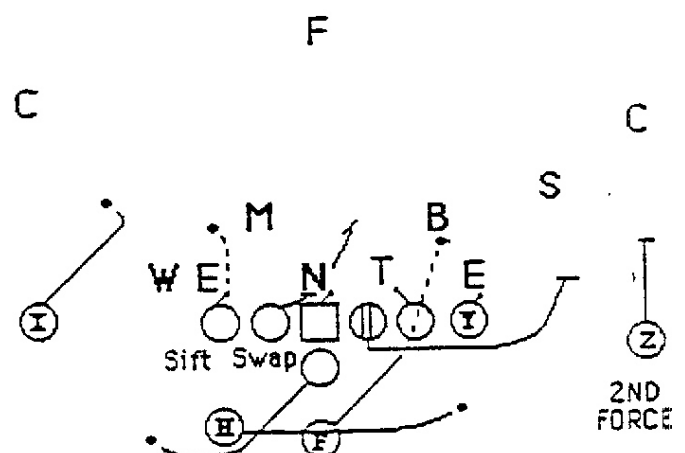
58 W PHOENIX SUP



PSG AND FB EXCHANGE ASSIGNMENTS ON "PHOENIX" CALL

BROWN RIGHT "F" LEFT CHECK 16 "G" LEAD

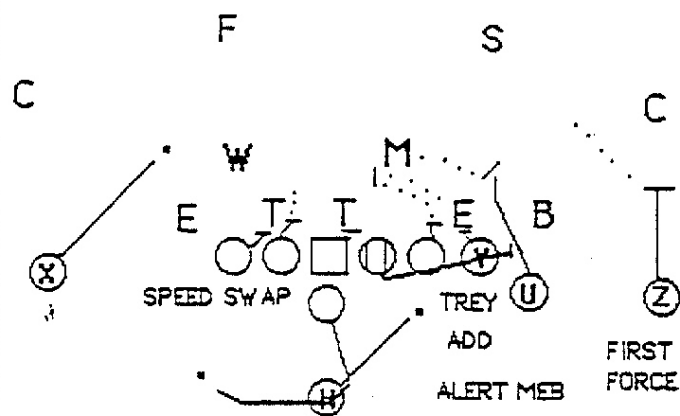
57



PSG: BLOCK SS

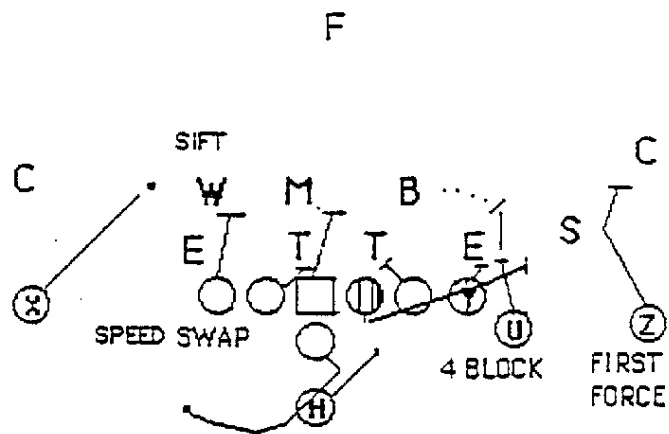
BROWN RIGHT 16 "G" LEAD

25



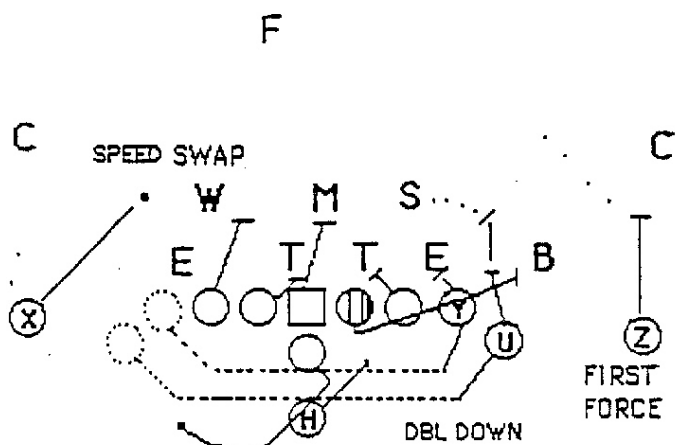
(T) WEST RIGHT 96 "R" KING

59



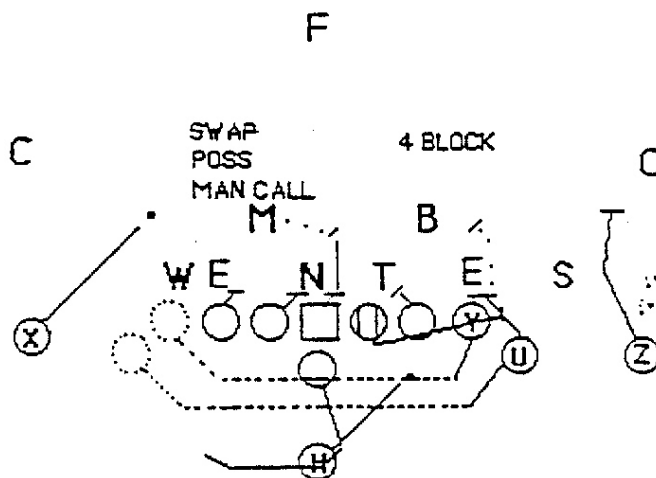
(T) WEST RIGHT 96 "R" KING

58 W PHOENIX SUP



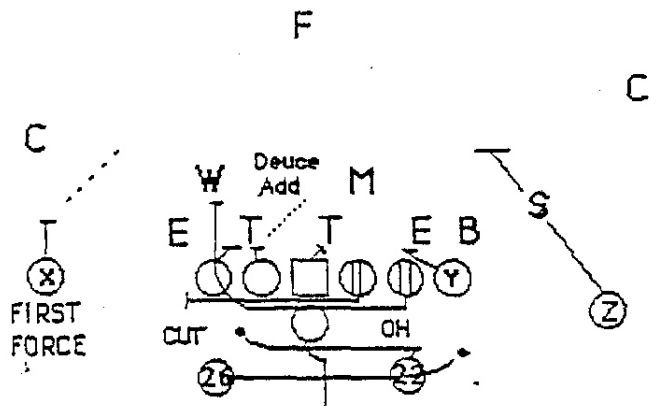
(T) "MOVE TO" WEST RIGHT 96 "R" KING

57



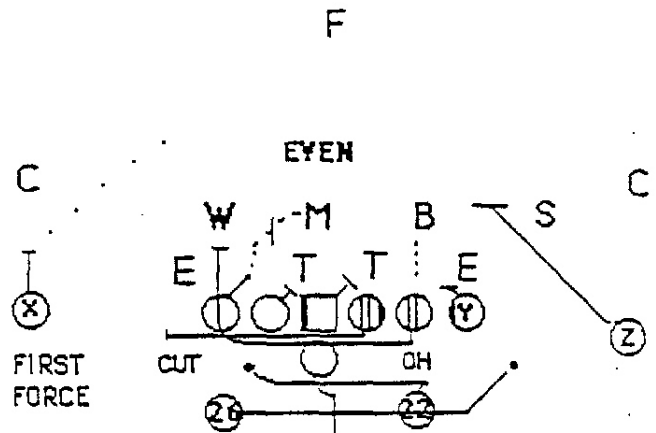
(T) "MOVE TO" WEST RIGHT 96 "R" KING

25 (SUP)



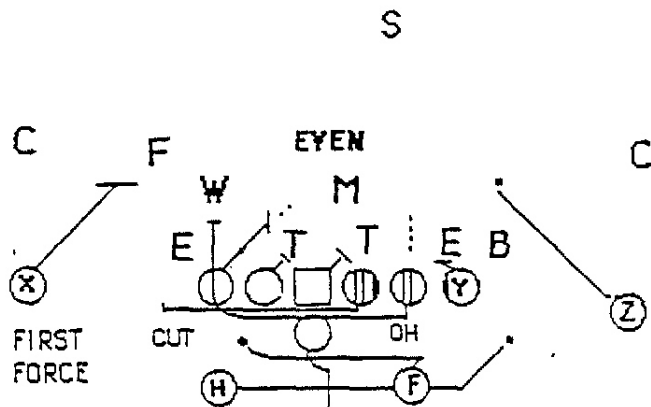
(ROCK) RED RIGHT FB 15 COUNTER HB AWAY

59



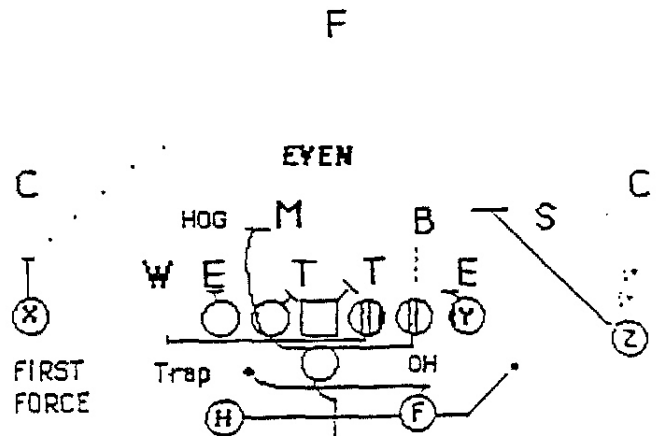
(ROCK) RED RIGHT FB 15 COUNTER HB AWAY

58 W PHOENIX



RED RIGHT FB 15 COUNTER HB AWAY

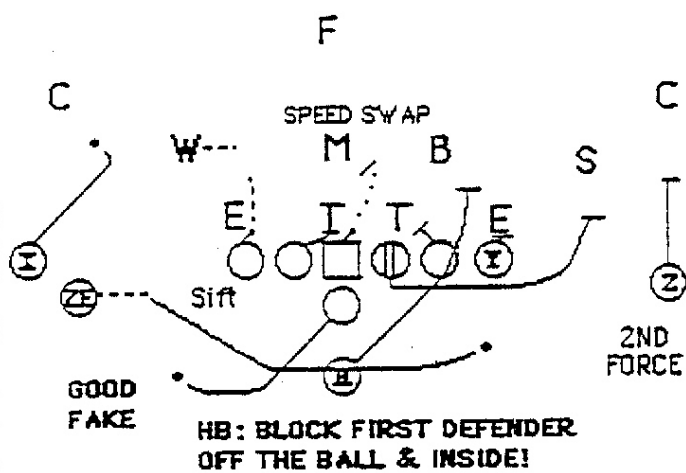
57



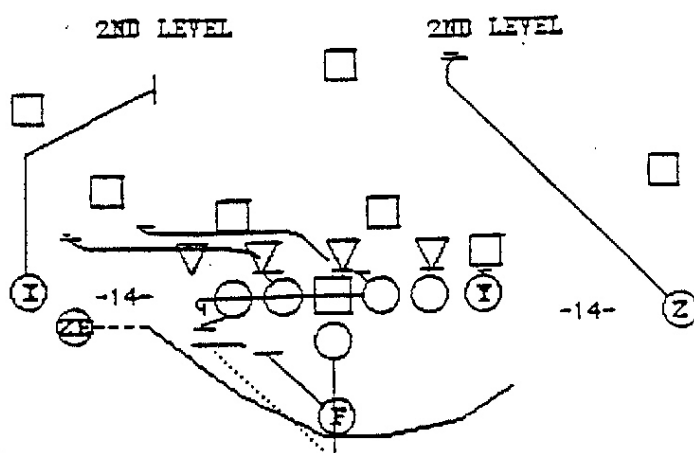
RED RIGHT FB 15 COUNTER HB AWAY

*QB CHECK 324-324 OAKLAND/HAMMER/SMOKE
US WEAKSIDE OVERLOAD

(ZE) DOUBLE WING RIGHT ZEBRA SHORT
16 "G" LEAD



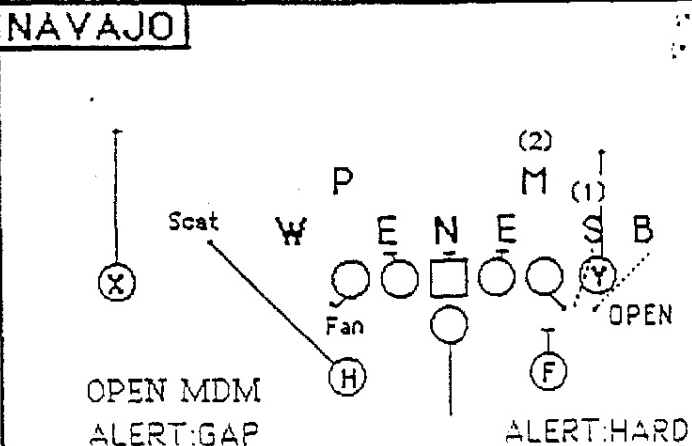
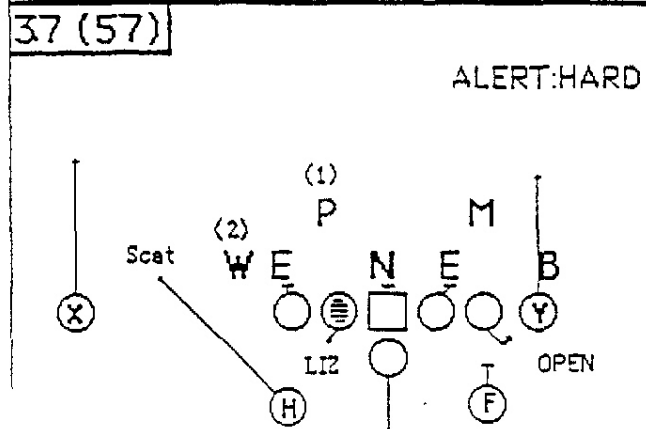
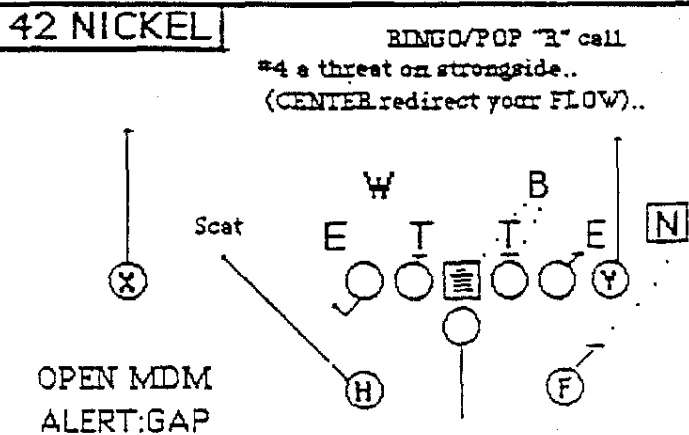
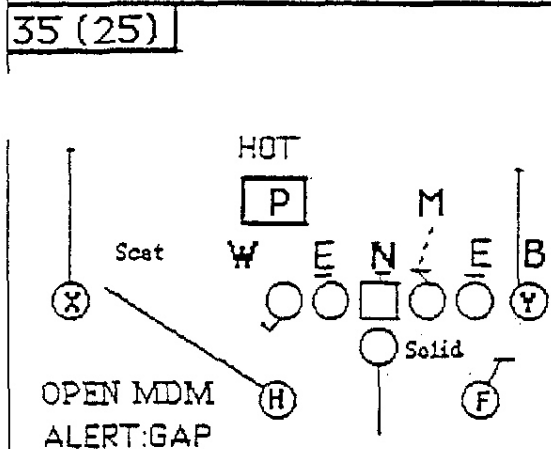
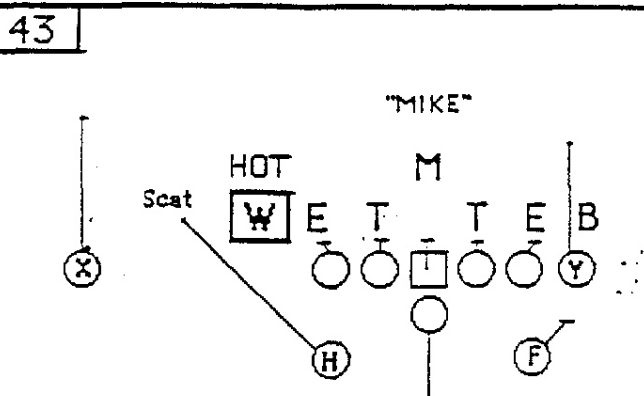
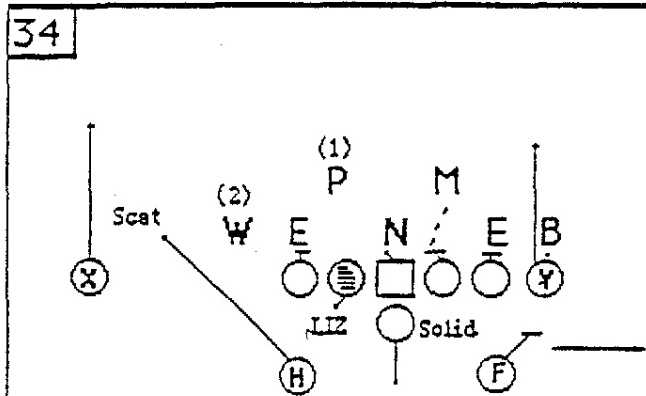
(ZE) DOUBLE WING RIGHT ZEBRA SHORT
74 FB SLOW SCREEN LEFT



20 (21) PROTECTION

OFFENSIVE LINE:

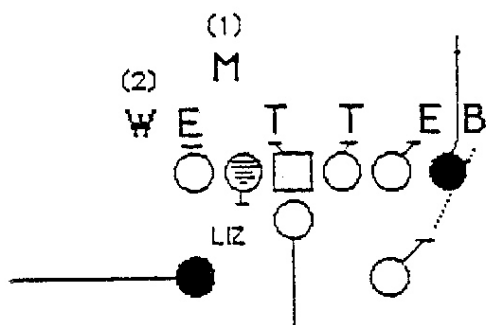
- Double read to side away from call (Liz/Rip) by OG when LB is over him. Base protection to call side. Alert for "Tuff" call / ALERT FOR MLB SLIDE STRONG
 - Vs. Even front, w/Center void, Center is responsible for DECLARING THE PROTECTION FLOW ("Mike") "Pop R/L," "Lucky/Ringo"). Possible "Hard" call and "Gap" call..
 - Navajo- Open.
 - FB: Outside LB - Alert "Fan"; "Hard"; ; and "Lucky/Ringo";
 - HB: Scat Release and run assigned route..
- * To make this protection AGGRESSIVE for a 3 STEP PASS, we will call 320-321 PROTECTION



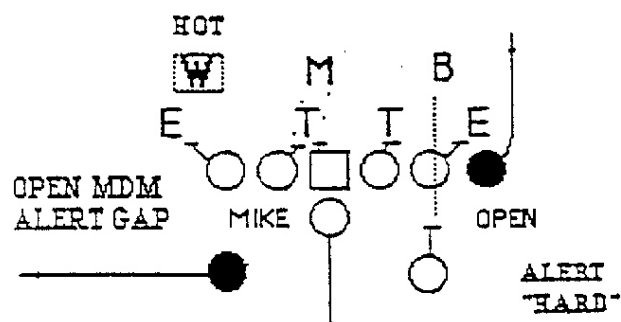
20 (21) PROTECTION

CONTINUED:

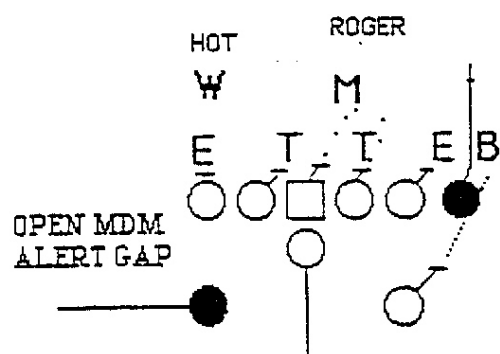
50



59



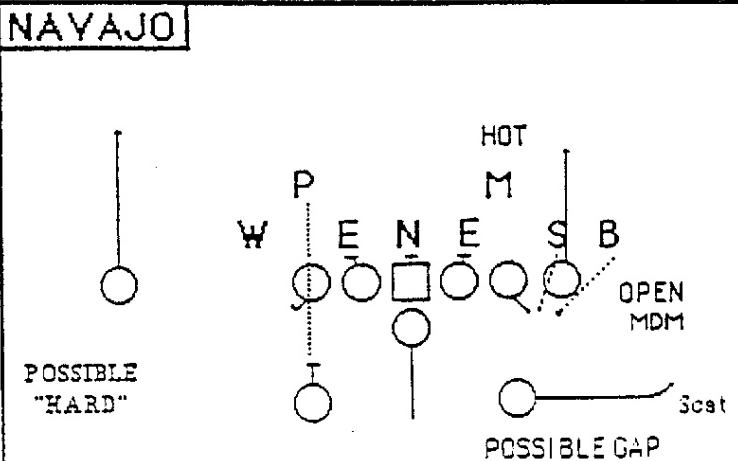
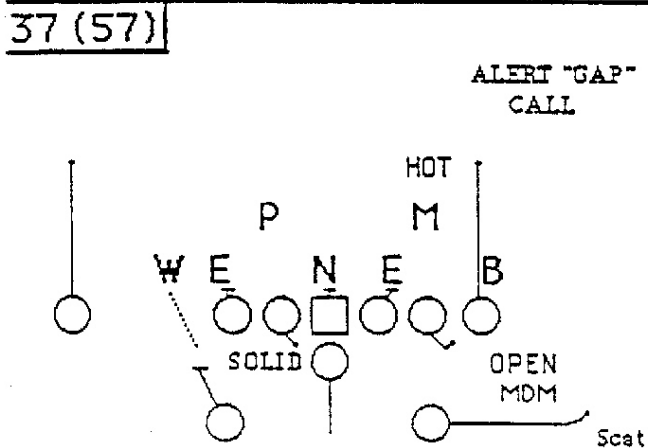
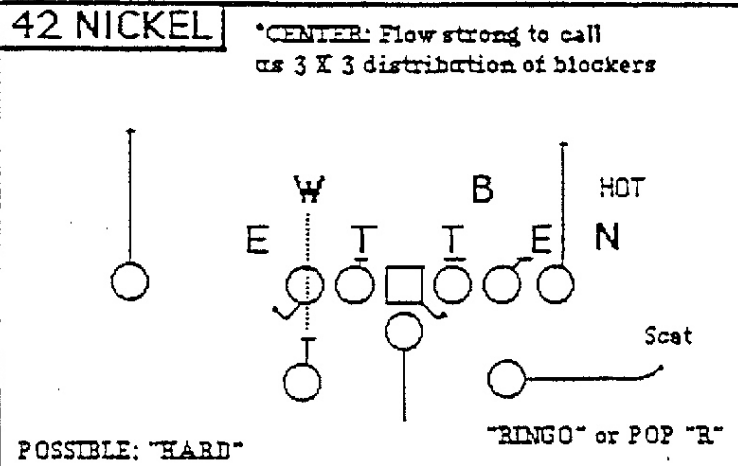
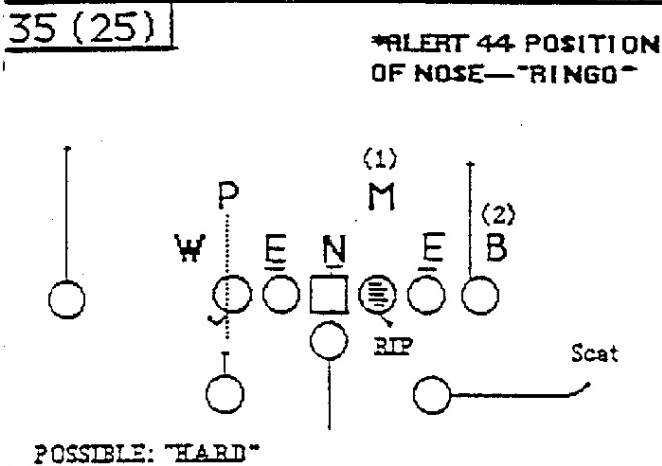
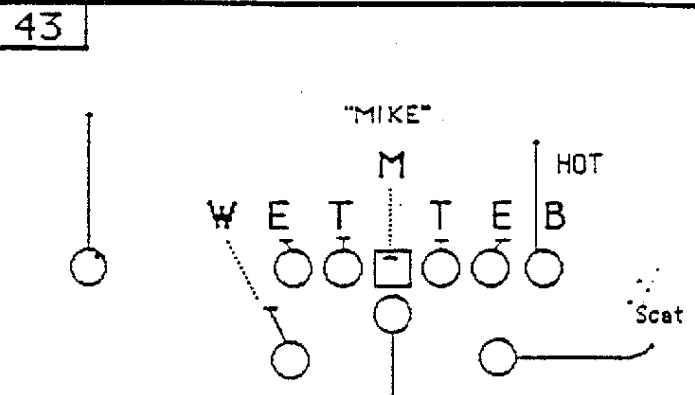
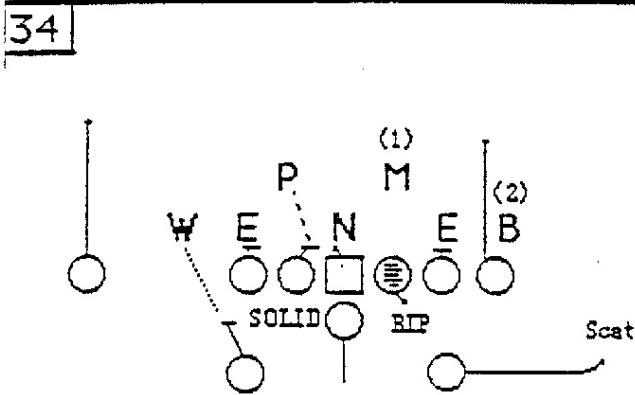
50 "W"



22 (23) PROTECTION

OFFENSIVE LINE:

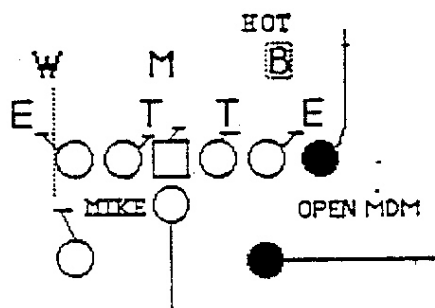
- Double read "Rip/Liz" by call side OG when uncovered. Alert for "Tuff" call
- Center void vs 42 front, block Ringo/Lucky or "Pop R/L" to 4 MAN SIDE. DECLARE PROTECTION FLOW /ALERT TO RAM-LION AND ROGER-LOUIE CALLS
Possible "Hard" call backside. Alert "Ringo/Lucky" call.
- NAVAJO- Open MDM / Alert GAP.
- HB: Outside LB. Alert "Fan", "Lucky/Ringo"; "Hard"
- FB: Scat to side of TE and run appropriate route.



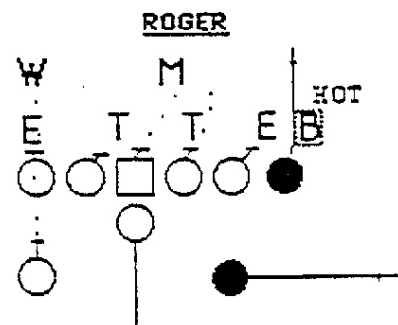
22 (23) PROTECTION

CONTINUED

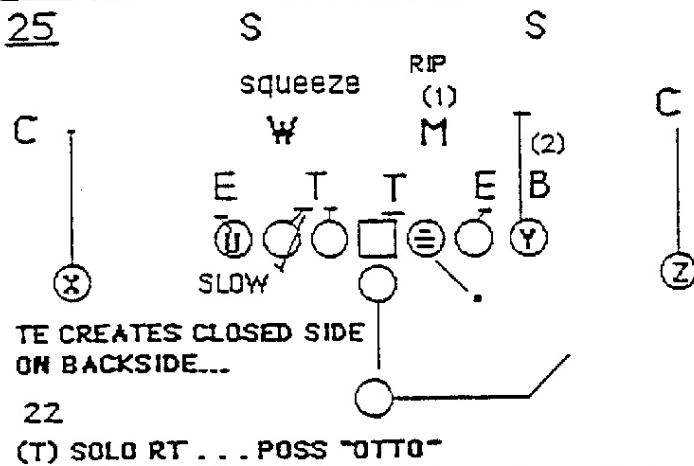
59



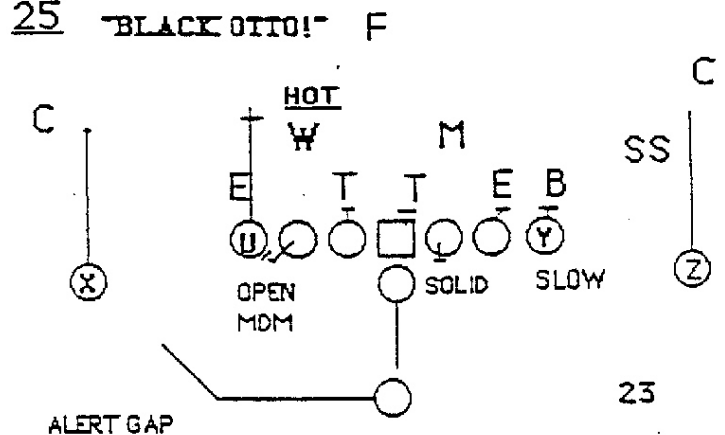
50W



25

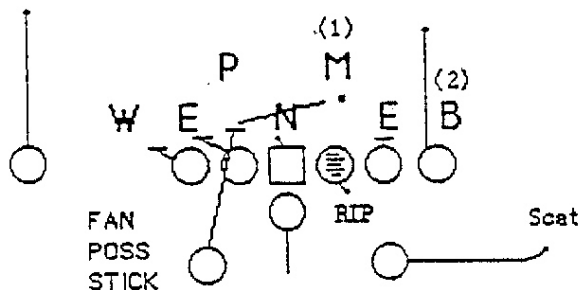


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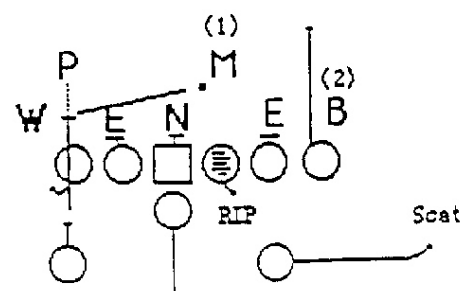


34

22/23 HB BURST



22/23 HB BURST

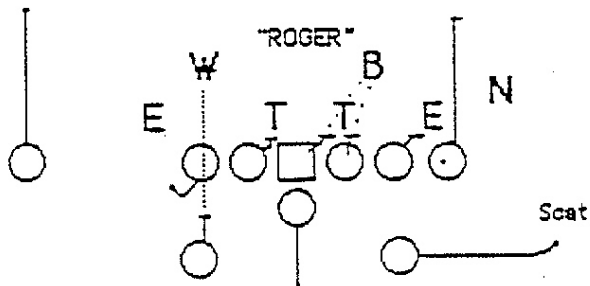


22 (23) PROTECTION

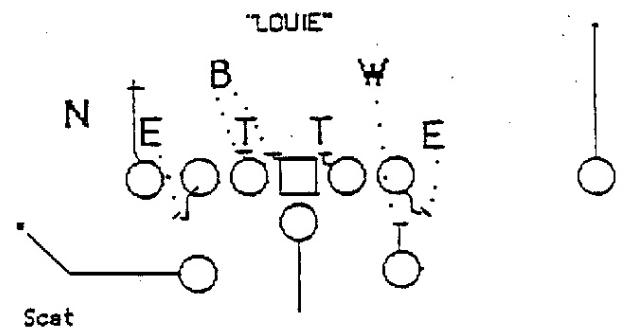
CONTINUED

42 KING

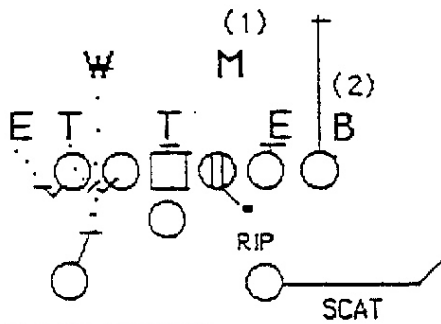
*CENTER: Flow strong to call
us 3 X 3 distribution of blockers
OC VS 4X3 FLOW TO 4 MAN SIDE



42 KING



23



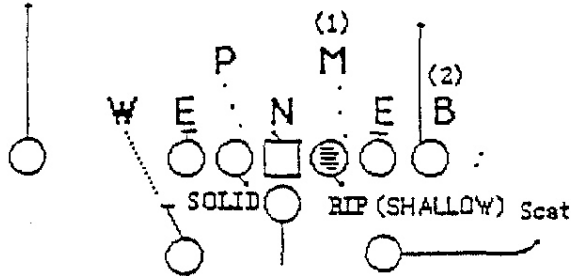
ALERT TO FAN 23 DEFENSE.

322-323 PROTECTION

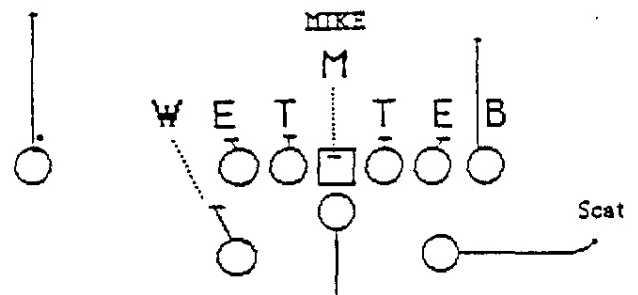
OFFENSIVE LINE:

- Double read "Rip/Liz" by call side OG when uncovered. Alert for "Tuff" call
- Center void vs 42 front, block Ringo/Lucky TO 4 MAN SIDE.(NO POPS)
Possible "GAP" call . Alert "Ringo/Lucky" call.
- Navajo- Open MDM.
- HB: Outside LB. "Lucky/Ringo"; ALERT GAP
- FB: Scat to side of TE and run appropriate route.

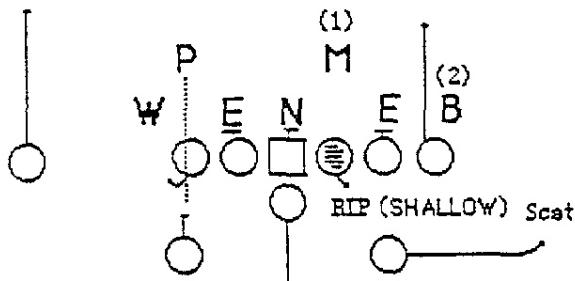
34



43



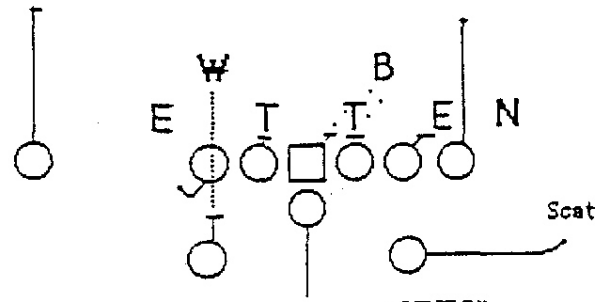
35 (25)



POSSIBLE: "GAP"

42 NICKEL

*CENTER: Flow strong to call
us 3 X 3 distribution of blockers

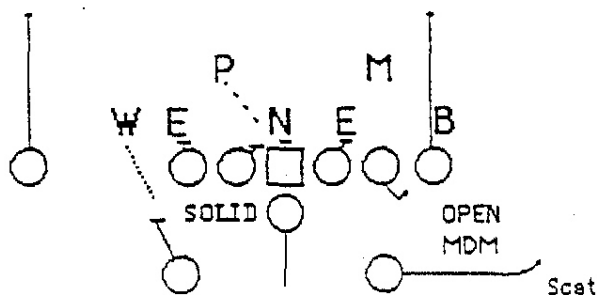


POSSIBLE: "GAP"

"RING O"

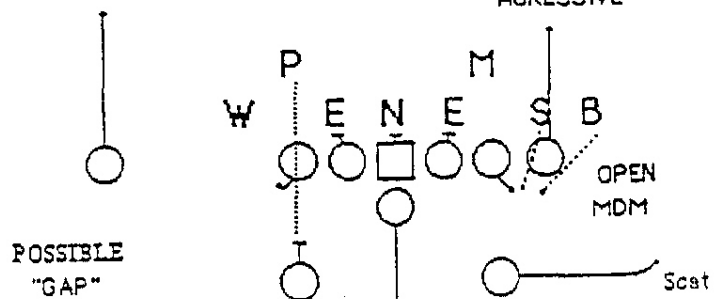
37 (57)

ALERT "GAP"
CALL



NAVJO

AGRESSIVE

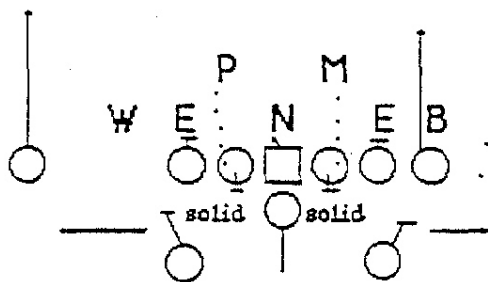


24 (25) PROTECTION

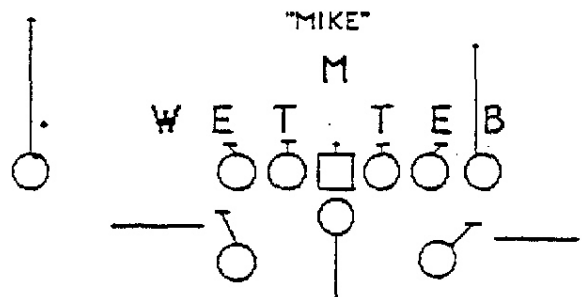
OFFENSIVE LINE:

- Base Protection- Big on Big.
- Vs Nickel uncovered lineman C or G(s) have call side LB. Calls: "Mike", "Lucky/Ringo", "Pop L/R", "Ram/Lion."
- Navajo- "Squeeze" vs Little Dubs ... "Open" vs Big Dubs.
- FB: Outside LB- Alert "Fan"; "Hard"; "Squeeze"; "Lucky/Ringo"; and "Score" calls.
Alert for "Squeeze" adjustment..
- HB: Outside LB- Alert "Fan"; "Hard"; and "Lucky/Ringo" calls.

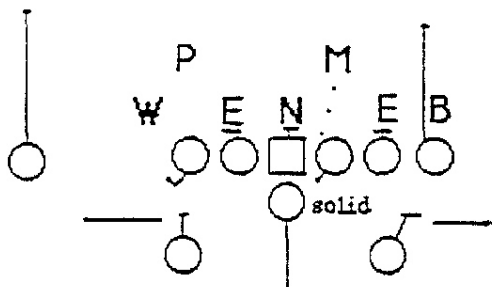
34



43

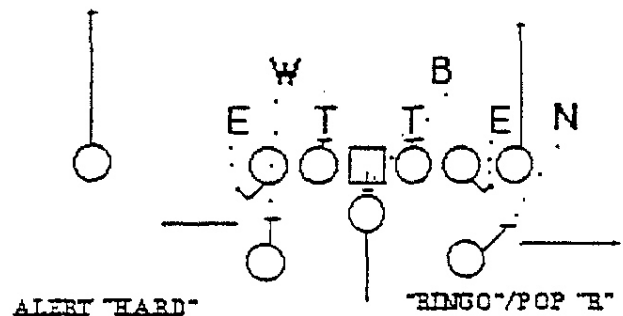


35 (25)



ALERT "HARD"

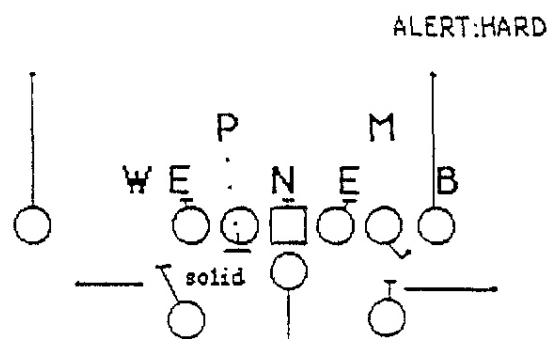
42 NICKEL



ALERT "HARD"

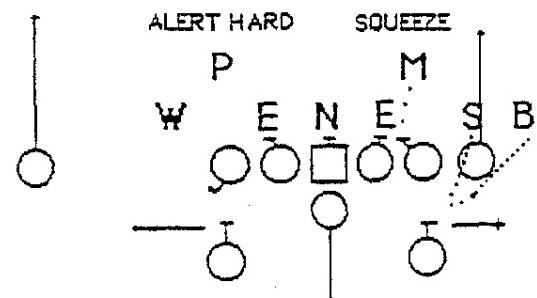
"RINGO"/POP "R"

37 (57)



ALERT: HARD

NAVAJO

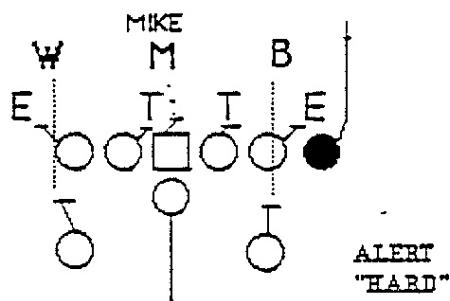


*vs Navajo Big Dubs: open

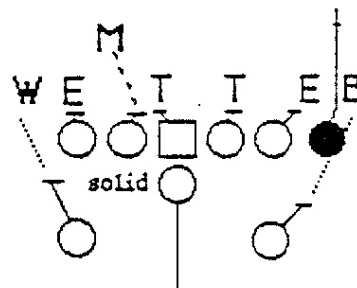
24 (25) PROTECTION

CONTINUED:

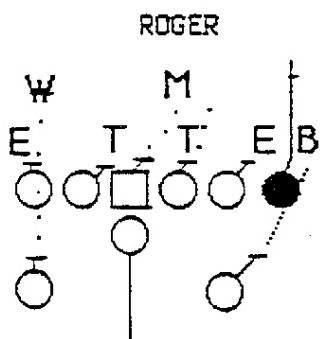
59



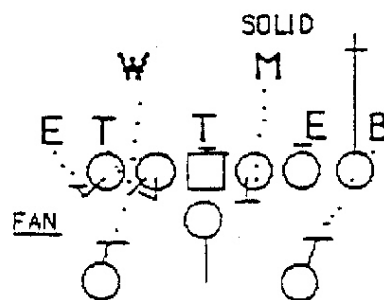
50



50W



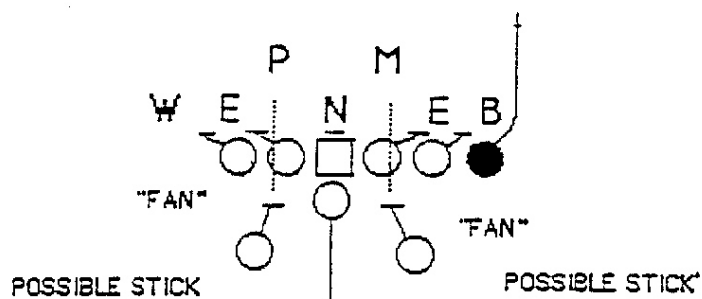
23



ALERT TO FAN 23 DEFENSE.

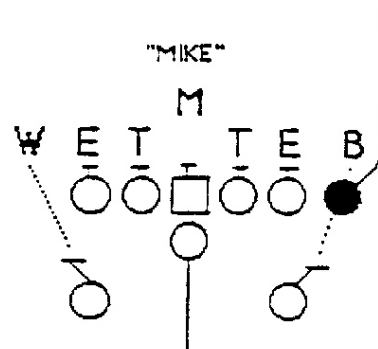
34

24-25 'BINGO' PRO

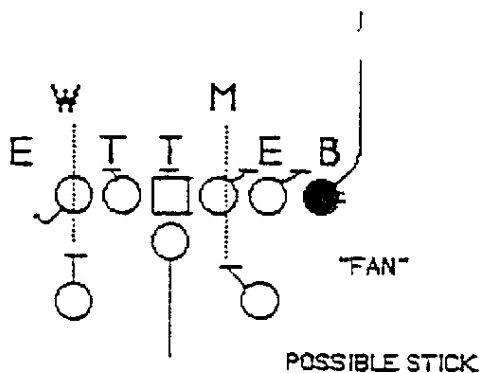


43

BACKS: CHECK 24 PROTECTION ASSMT BEFORE
RELEASING INSIDE.. "BOUNCE" BACKERS..

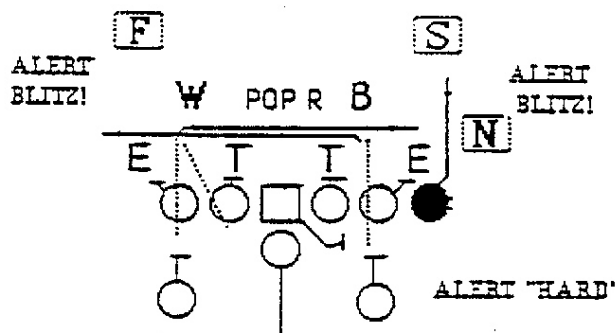


25



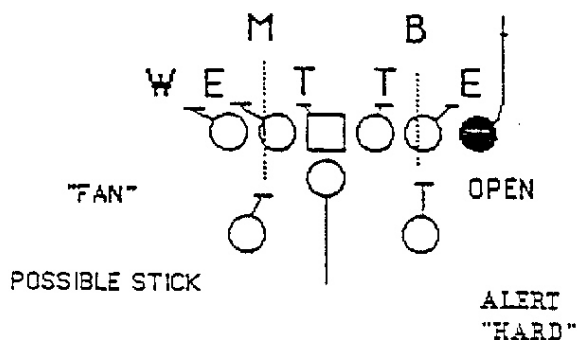
ALERT "HARD"

42 (NICK)

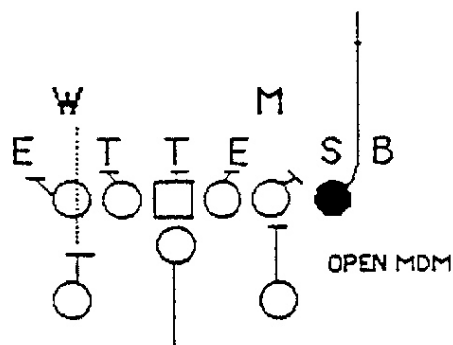


POP CALL GIVES BACKS BOTH INSIDE DEFENDERS!
GIVES CENTER *4 STRONG TO CALL

57



NAVAJO

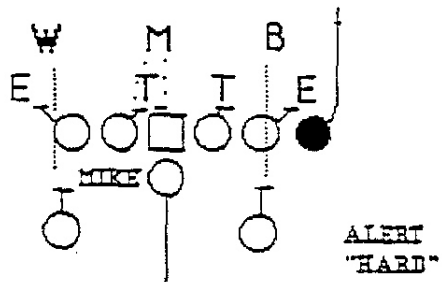


ALERT
"HARD"

*OPEN PST VS NAVAJO BIG DUBS AND
LITTLE DUBS.

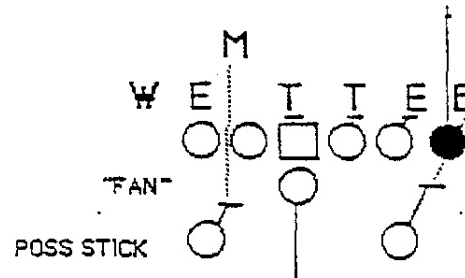
59

24-25 'BINGO' PRO



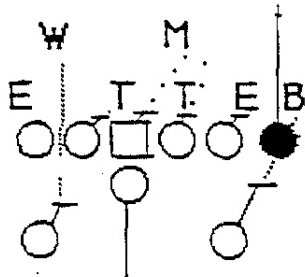
50

BACKS: CHECK ASSMT BEFORE RELEASING INSIDE..
"BOUNCE" BACKERS



50W

ROGER



324 (325) PROTECTION

OFFENSIVE LINE:

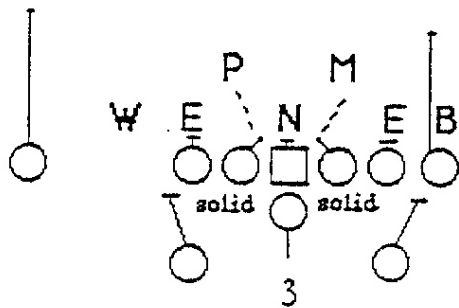
- Base Protection-- AGGRESSIVE TECHNIQUE

Vs LB'er aligned in 7 or 9 location, OT will block LB and FB will block from the TE out.

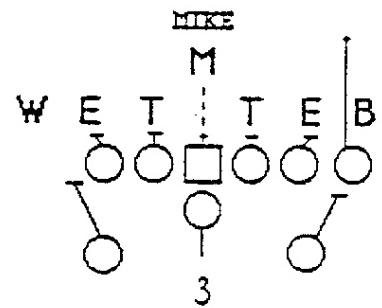
- AREA all stunts and INSIDE blitzes..

- NAVAJO : PST "SQUEEZE" BIG DUBS AND LITTLE DUBS.

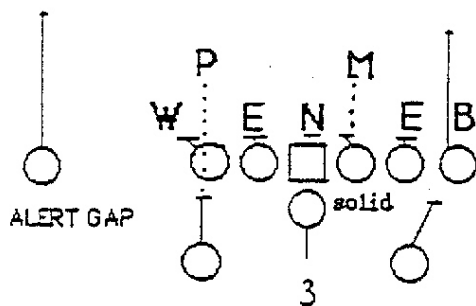
34



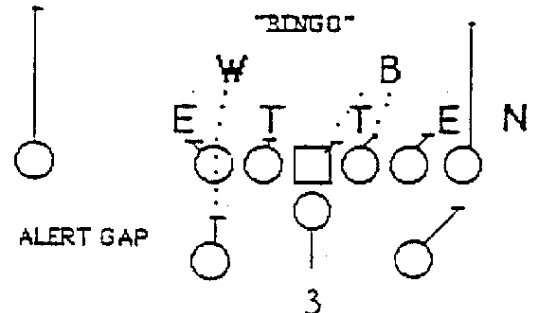
43



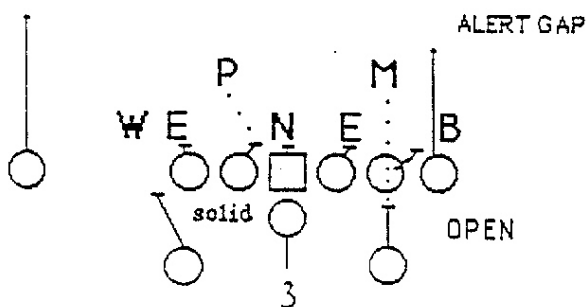
35 (25)



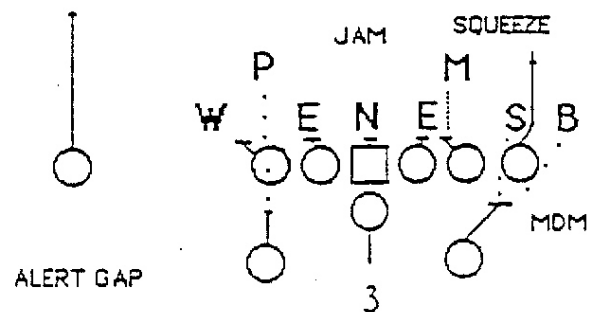
42 NICKEL



3.7 (57)



NAVAJO

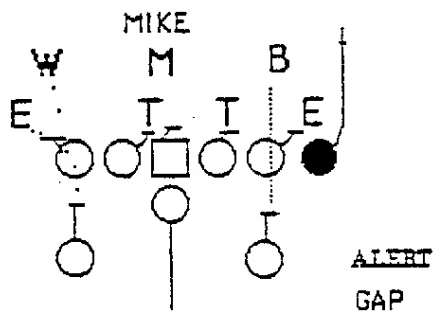


NOTE :SQUEEZE BIG OR LITTLE DUBS

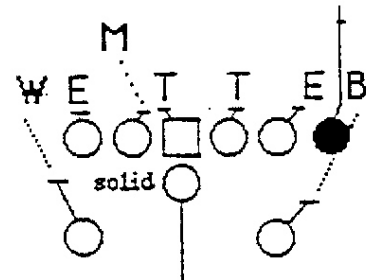
324 (325) PROTECTION

CONTINUED:

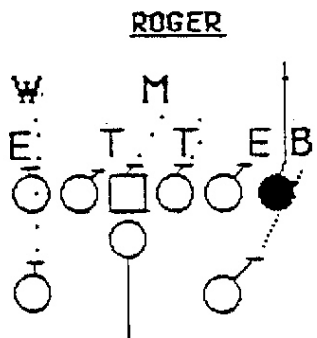
59



50



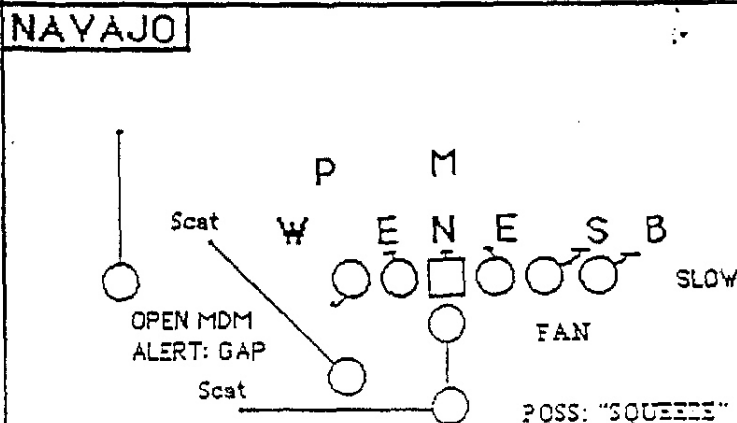
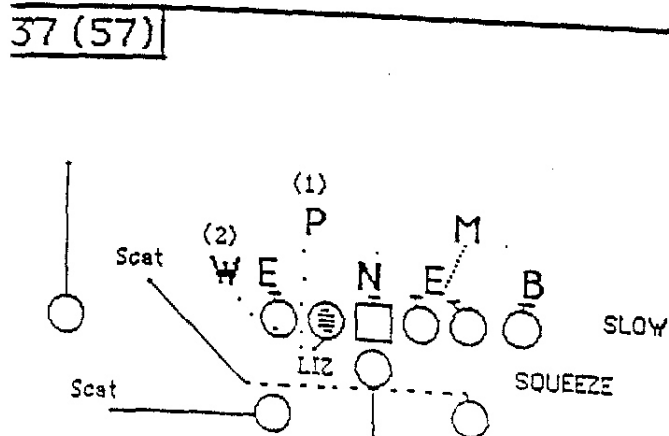
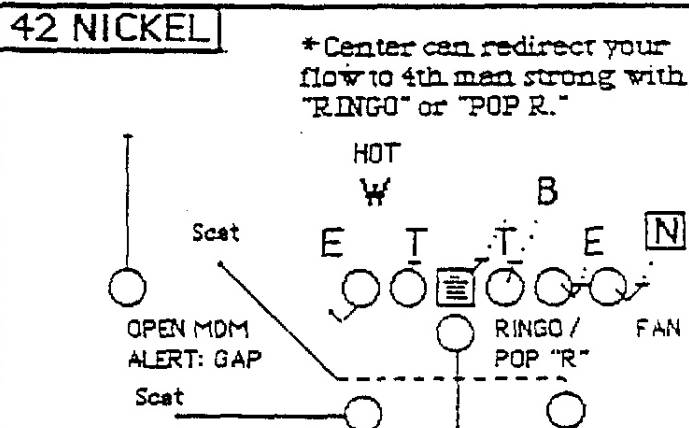
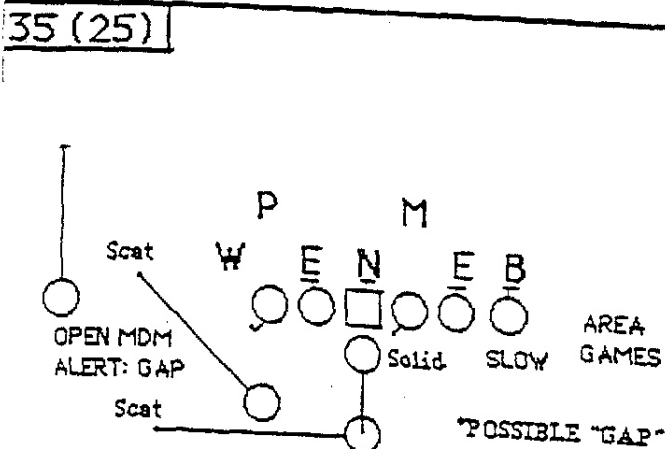
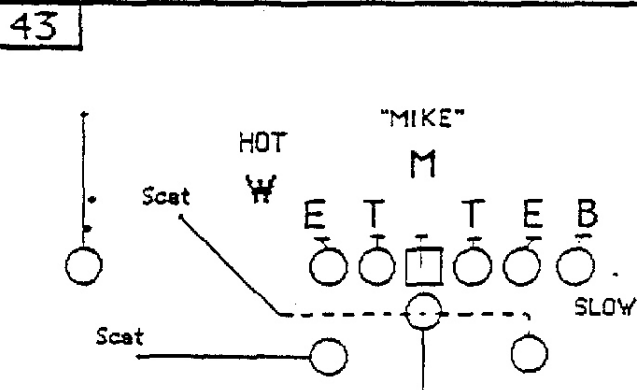
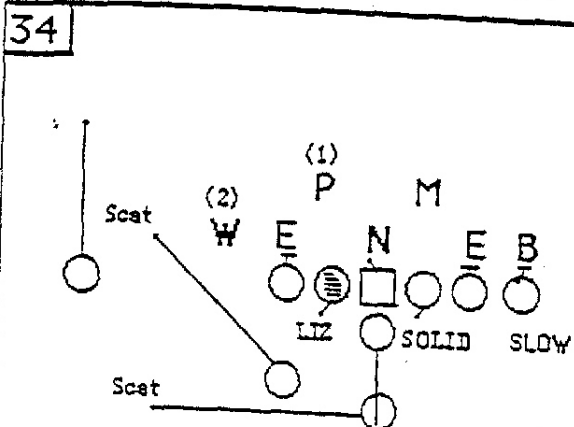
50W



OFFENSIVE LINE:

70 (71) PROTECTION OR 370(371) PROTECTION

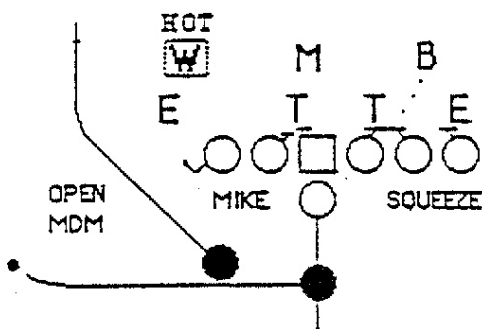
- Double read to side away from call ("Liz/Rip") by OG when LB is over him. TE HAS A POSS. SLOW block to call side (replaces FB). ALERT FOR "TUFF" CALL (AUTOMATIC POST-UPS)
- Vs. Even front w/Center void, Center is responsible for DECLARING THE PROTECTION FLOW "Pop R/L": "Lucky/Ringo"; Possible "Gap" call...
- Navajo- Fan, possible "Score". Possible "SQUEEZE" vs Little Dubs.
- FB: Free release away from call- run assigned route.
- HB: Free release away from call- run assigned route.
- TE: Slow block. "Slide" vs Navajo.



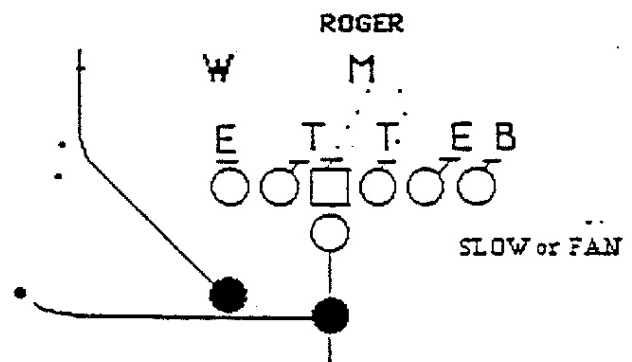
70 (71) PROTECTION

CONTINUED:

59

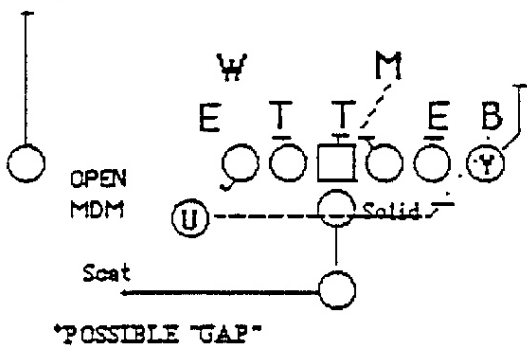


50W

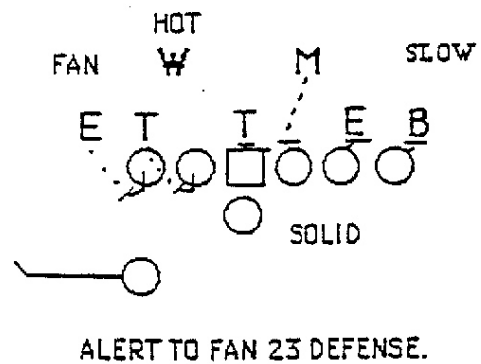


25

70 SWAP

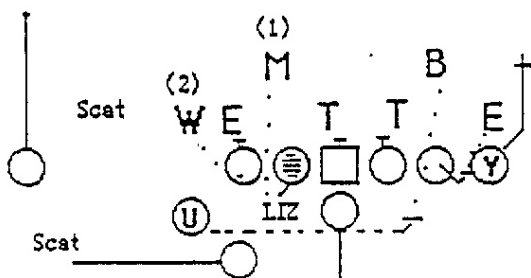


23



57

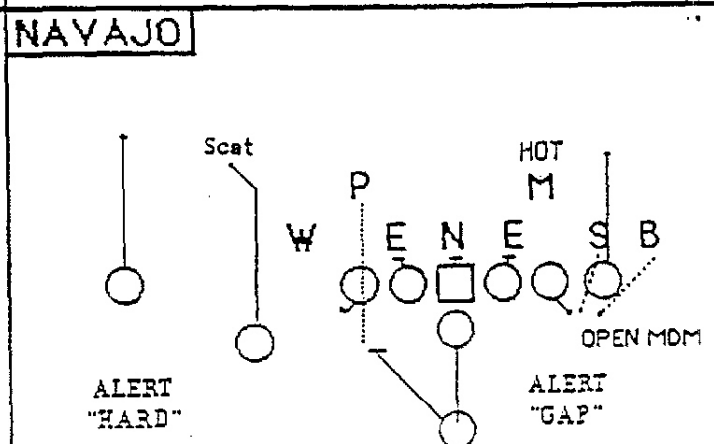
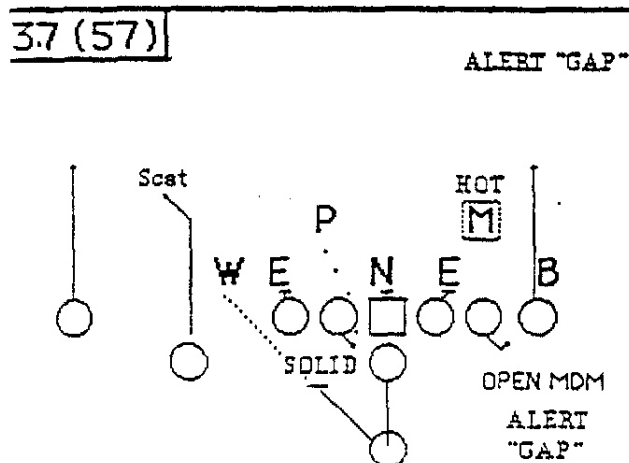
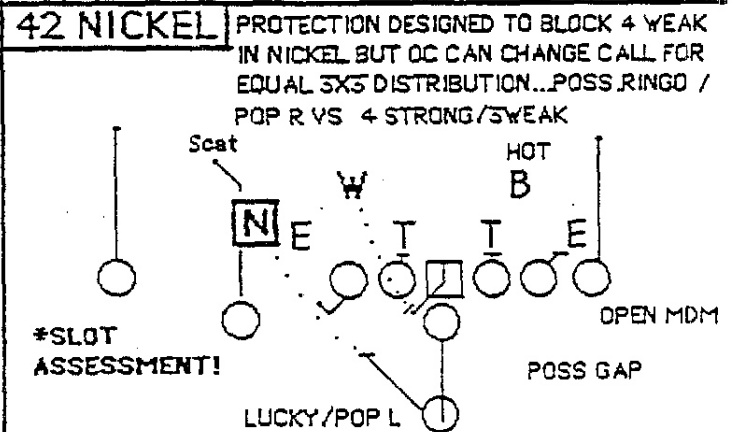
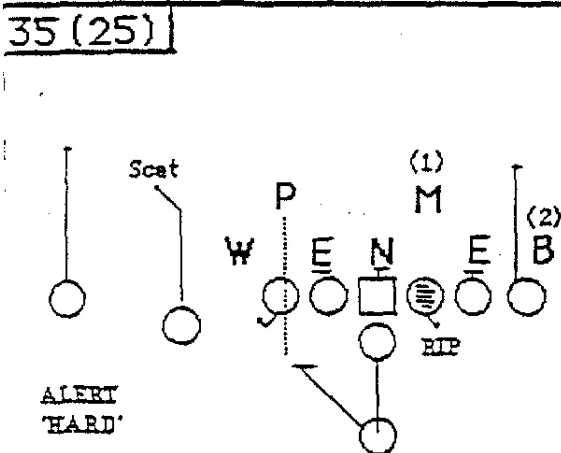
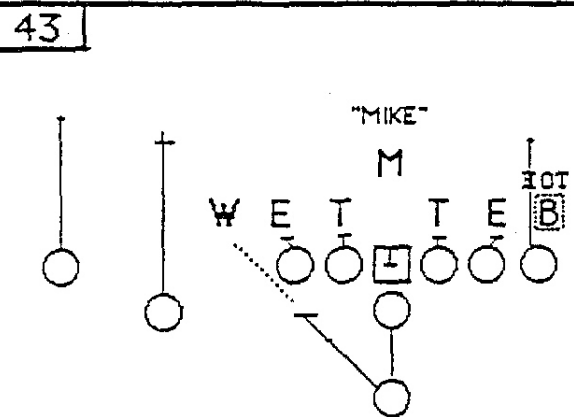
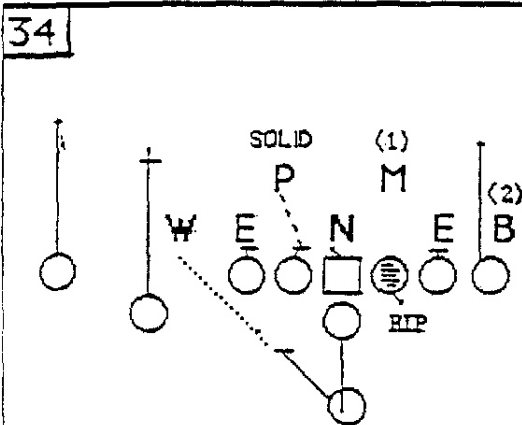
70 SWAP



72 (73) PROTECTION

OFFENSIVE LINE:

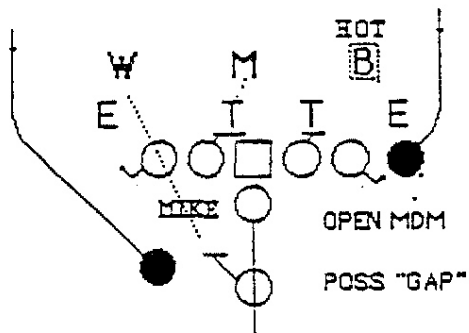
- Double Read "Rip/Liz" to callside by PSG when uncovered.. ALERT FOR "TUFF"CALL.
- Center void vs 42 front block "Ringo/Lucky" or "Pop R/L" to 4 MAN SIDE, DIRECT FLOW.
Possible "Hard" call backside. Alert "Lucky/Ringo" call.
- NAVAJO- Open MDM / Alert GAP.
- TE: Release & run appropriate route.
- FB: Outside LB away from call. Alert "Fan", "Hard", or "Lucky/Ringo" call.
- HB: Scat weak & run appropriate route.



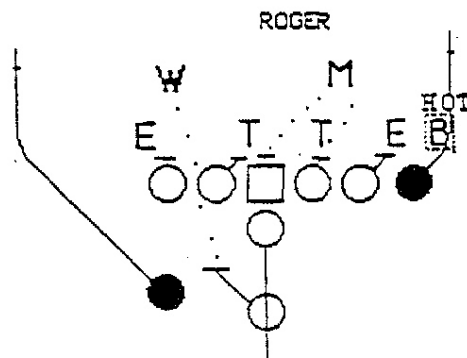
72 (73) PROTECTION

CONTINUED:

59

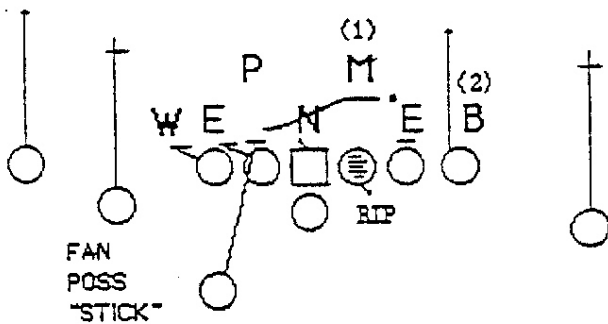


50W

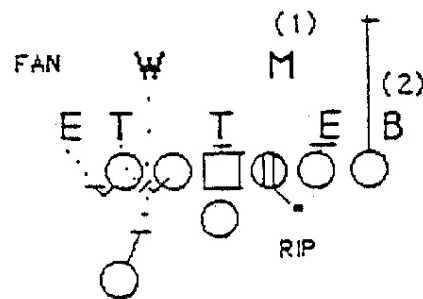


34

72 HB BURST



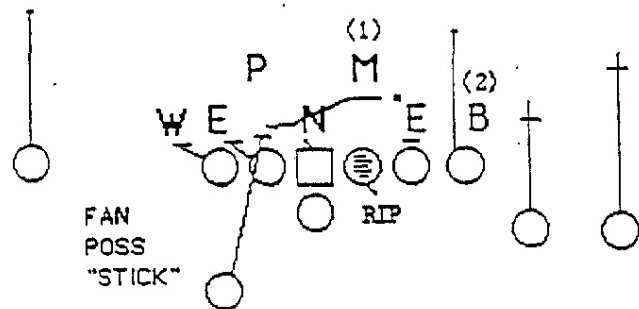
23



ALERT TO FAN 23 DEFENSE.

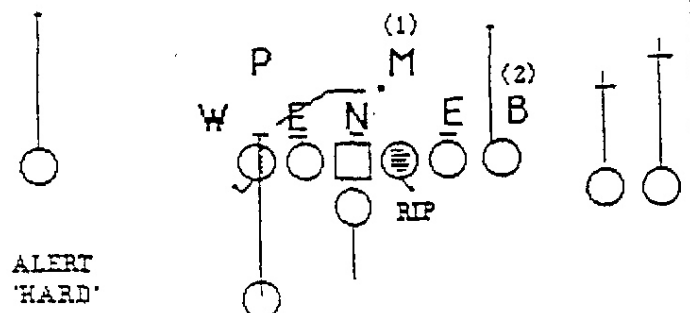
34

72 BINGO



35

72 BINGO

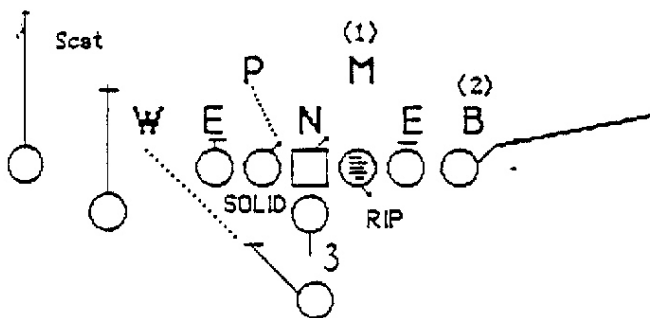


372 (373) PROTECTION

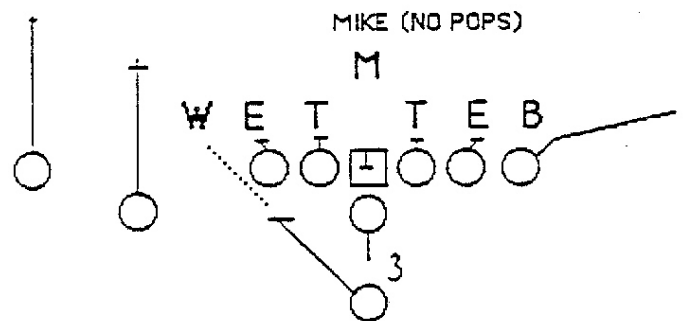
OFFENSIVE LINE:

- Double read "Rip/Liz" by call side OG when uncovered.
- Center void vs 42 front, block "Lucky/Ringo" or MIKE (NO POPS)
- Possible "Hard" call backside. Alert "Lucky/Ringo" call.
- NAVAJO - Open MDM / Alert GAP.
- TE: Release & run appropriate route.
- FB: Outside LB away from call. Alert "Fan", "Hard," or "Lucky/Ringo" call.
- HB: Scat weak & run appropriate route.

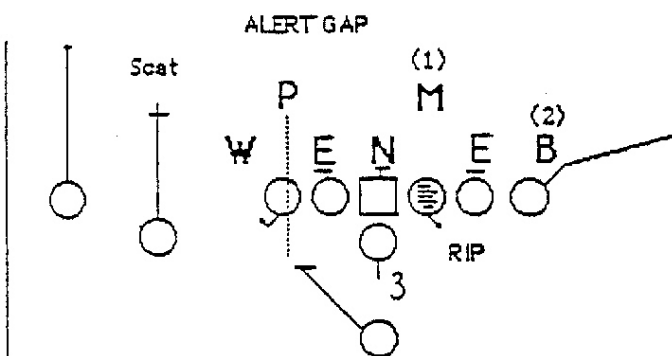
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43

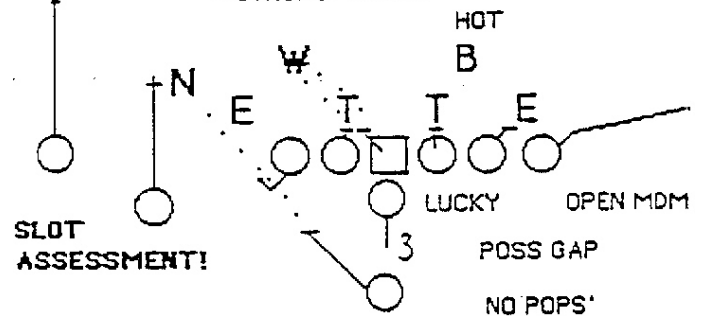


35 (25)

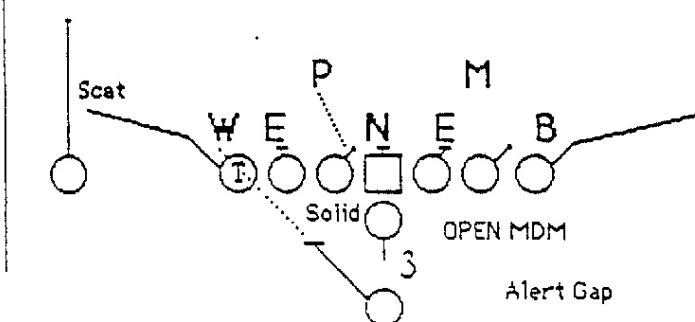


42 NICKEL

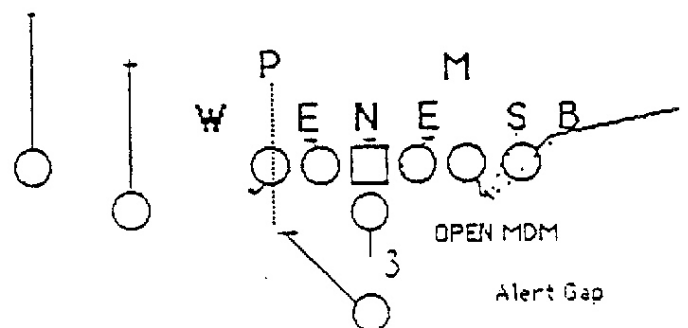
PROTECTION DESIGNED TO BLOCK 4 WEAK IN NICKEL BUT OC CAN CHANGE CALL FOR EQUAL 3X3 DISTRIBUTION...POSS RINGO \ 4 STRONG/3WEAK



3.7 (57)



NAVAJO

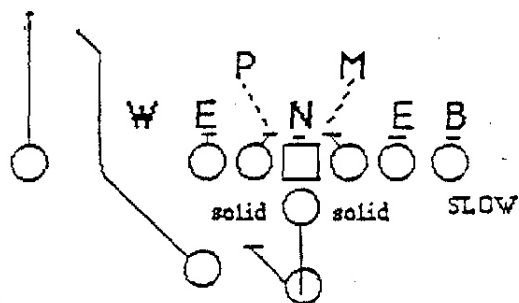


74 (75) PROTECTIONS

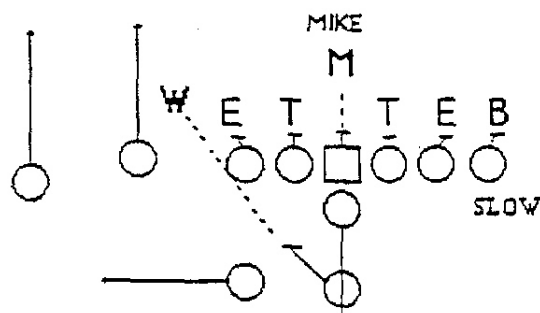
OFFENSIVE LINE:

- Base Protection- PST"OPEN" when LB's are in the 6, 7, or 9 positions. Make "Solid" call for uncovered Guard(s).
- Vs Nickel uncovered lineman C or G(s) has call side LB. Calls; "Mike"; "Lucky/Ringo," "Pop L/R"; "Ram/Lion." Possible QB call- "Lucky/Ringo."
- Navajo- Fan, alert "Score" / possible "SQUEEZE" vs Little Dubs.
- TE: Slow block.
- FB: Outside LB away from call. Alert "Fan", "Hard", or "Lucky/Ringo" call.
- HB: Scat weak and run appropriate route.

34

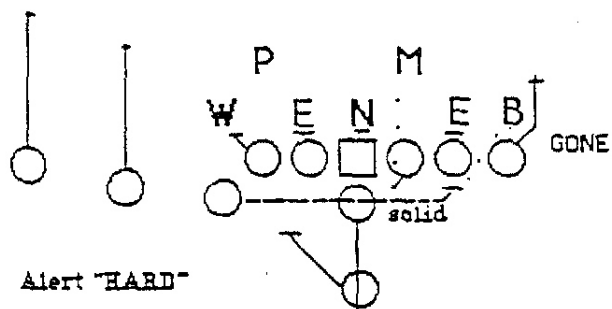


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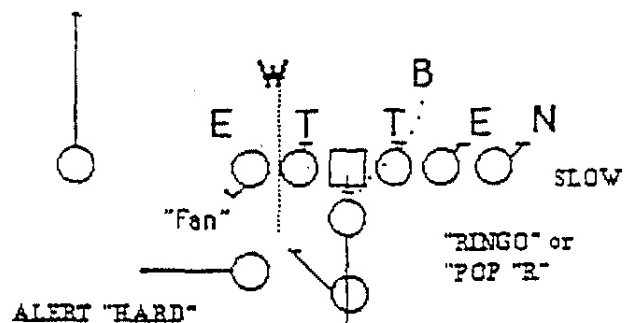


35 (25)

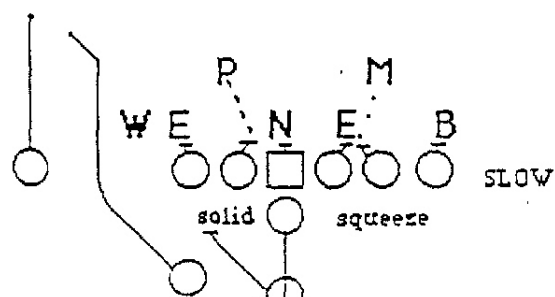
74 SWAP



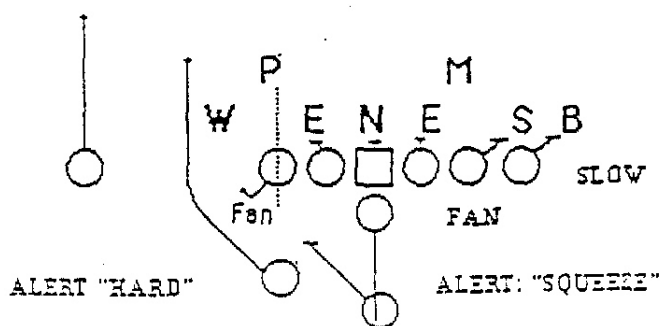
42 NICKEL



37 (57)

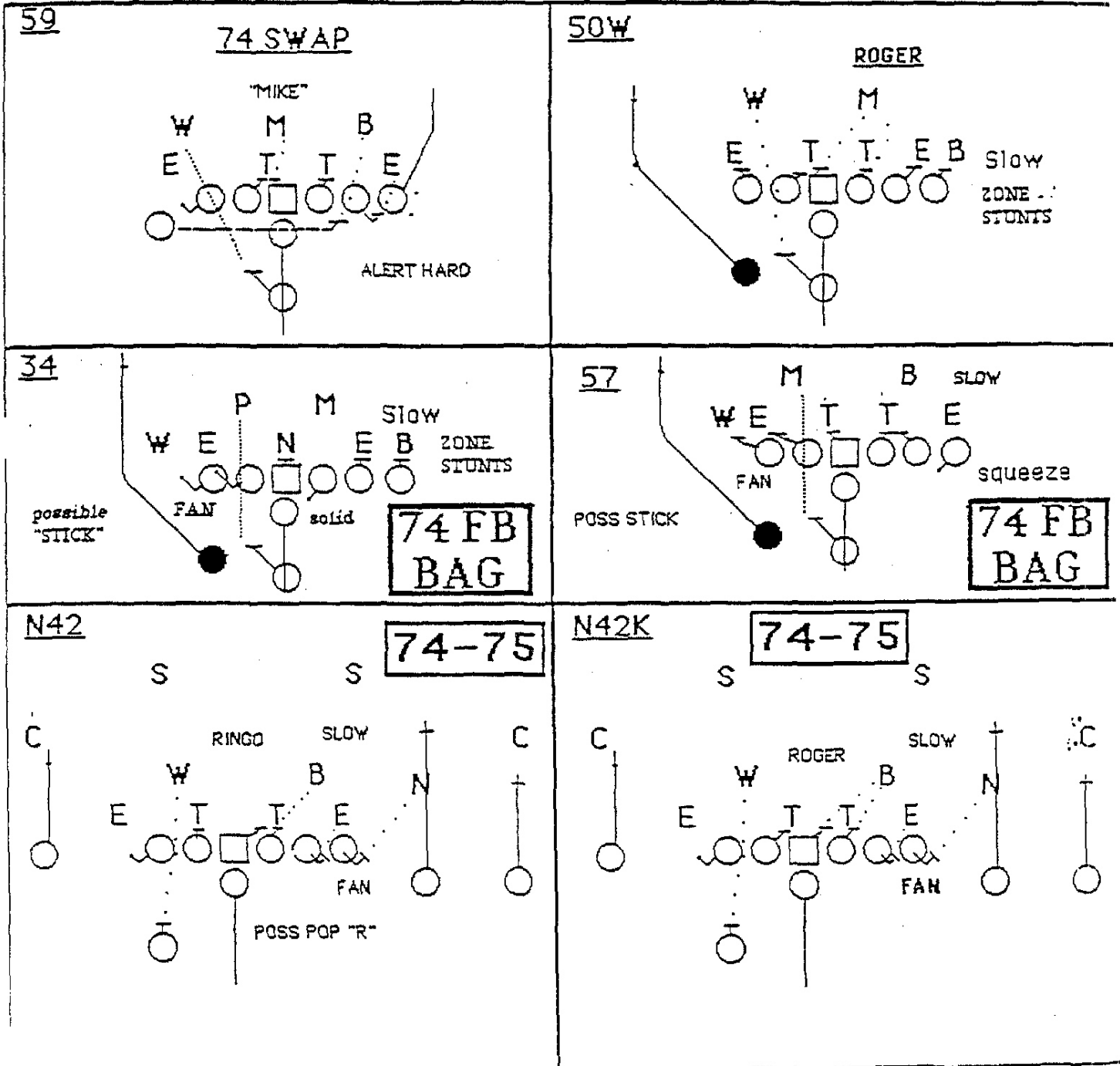


NAVAJO



74-(75) PROTECTION:

CONTINUED:

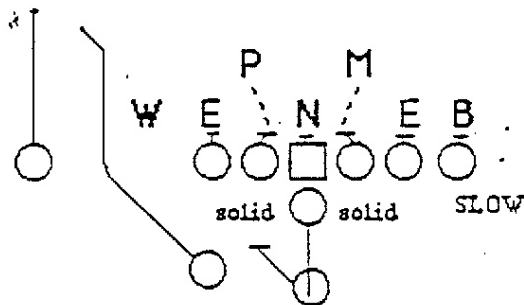


374(375) PROTECTIONS

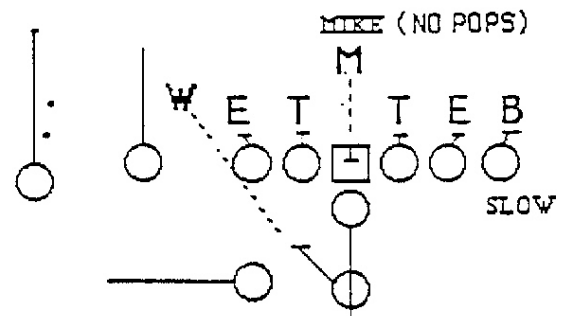
OFFENSIVE LINE:

- Base Protection
- Vs Nickel uncovered lineman C or G(s) has call side LB. Calls; "Mike"; "Lucky/Ringo," "Ram/Lion." Possible QB call- "Lucky/Ringo."
- Navajo- FAN, possible "Score" / "Squeeze" vs Little Dubs, alert "Gap".
- TE: Slow block.
- FB: Outside LB away from call. Alert "Fan", "GAP.", or "Lucky/Ringo" call.
- HB: Scat weak and run appropriate route.

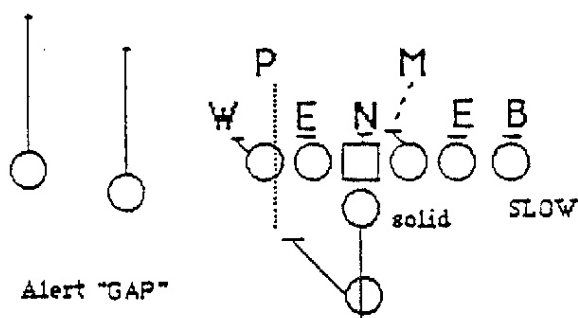
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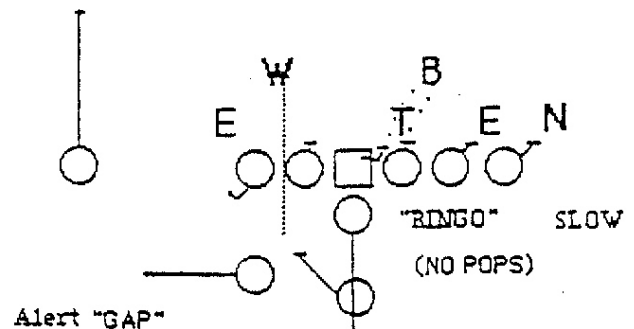
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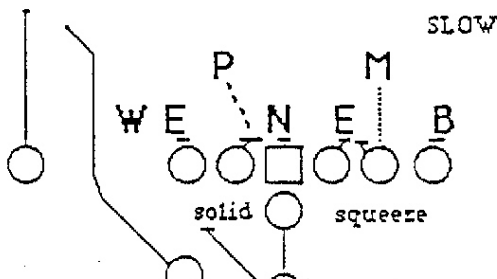
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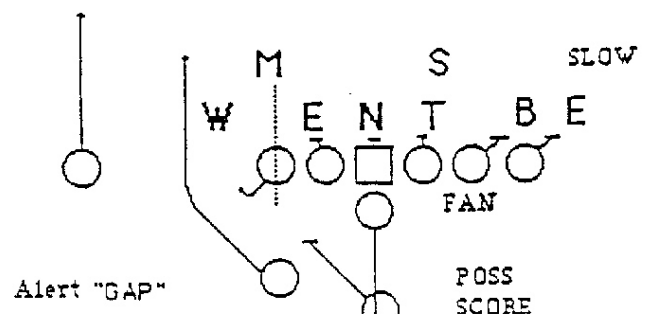
42 NICKEL



37 (57)



NAVAJO

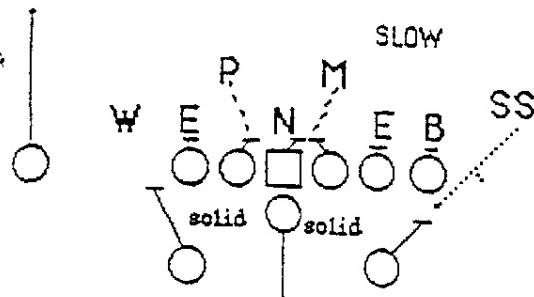


28 (29) PROTECTION- OR328(329) (For 8 Man Fronts, Strong Overloads, and SS Blitz)

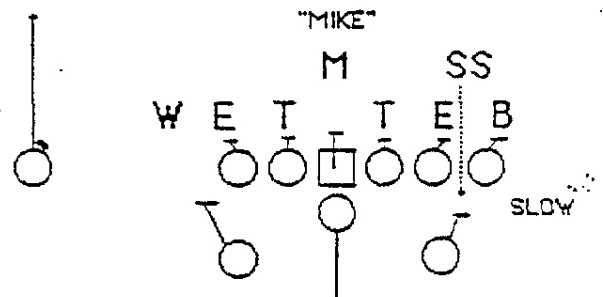
-OFFENSIVE LINE-

- Block Base Protection. 24 (25). Versus all 7 man fronts with center covered.
- Navajo- "Squeeze" vs Little Dubs / "Fan" vs Big Dubs (ALERT: 328-329 "SQUEEZE" BIG DUBS AND LITTLE DUBS).
- Vs 4 man line nickel fronts with Center void, OC directs protection flow. ("Pop L/R" or "Ringo/Lucky").. If the overload is to call side, a "Ringo" or "Lucky" call will be made, OC blocks to call ("Pop L/R" or "Ringo/Lucky") With Center covered or uncovered, block Base Protection, 24 (25).
- TE: Slow Block. #3 or #4 on LOS, depending on call and/or personnel.
- HB: Block widest LB/DB to his side. Know if OC is void to make correct count.
- EB: Search for most dangerous LB/DB blitz from the "A" gap to the call side of the OC. Alert "Hard" and/or "Squeeze" calls.
- NOTE: Any 25 or Queen defense look w/blitzer up to side away from call must be blocked with 78(79) call

34

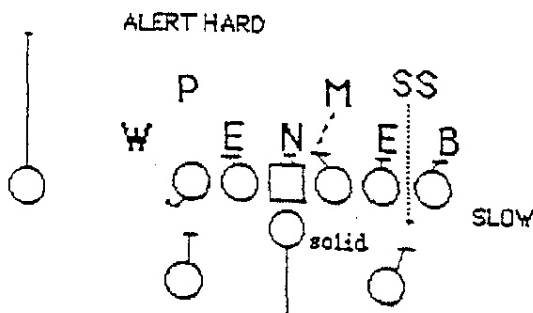


43



(NO POP IN 328...OC MIKE IT !)

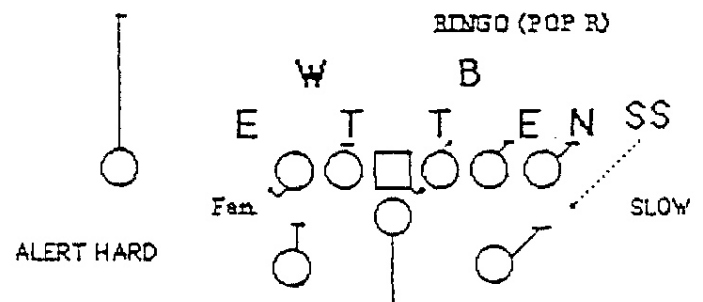
35 (25)



ALERT GAP(328)

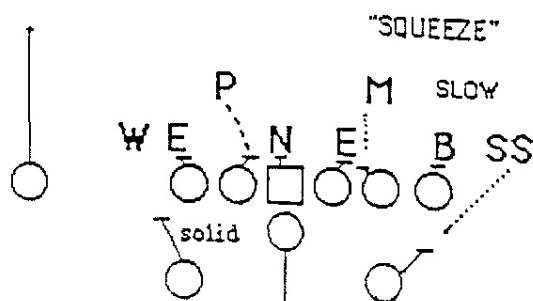
42 NICKEL

*if balanced 4 x 4, center flow away from call..



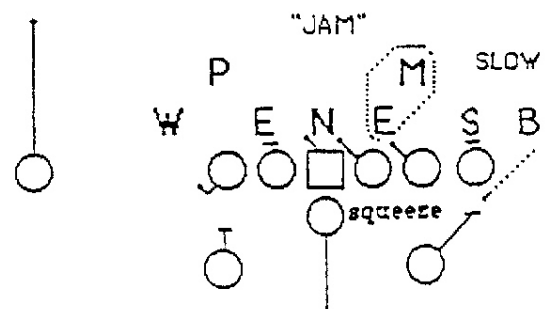
ALERT GAP(328) RINGO-LUCKY IN 328

37 (57)



POSS SLOW- FAN CALL BY G.P.

NAVAJO



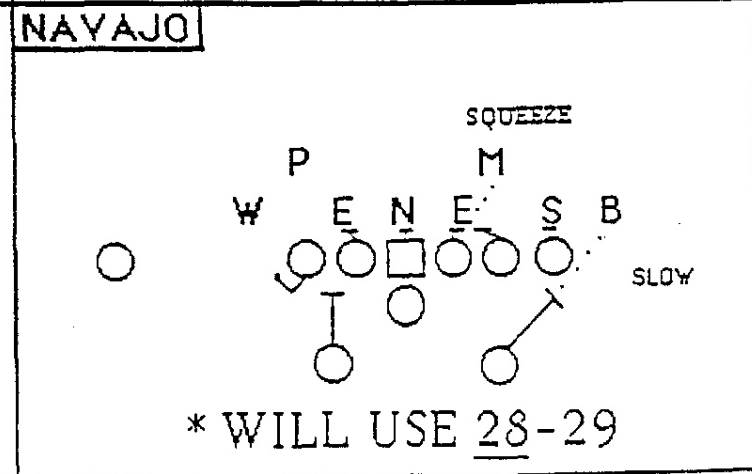
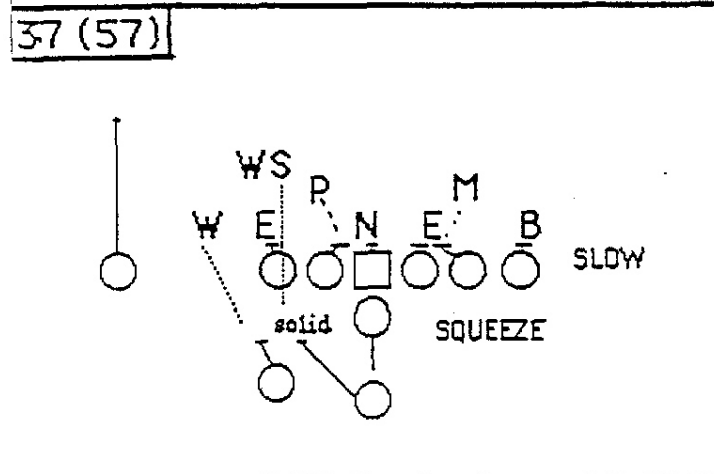
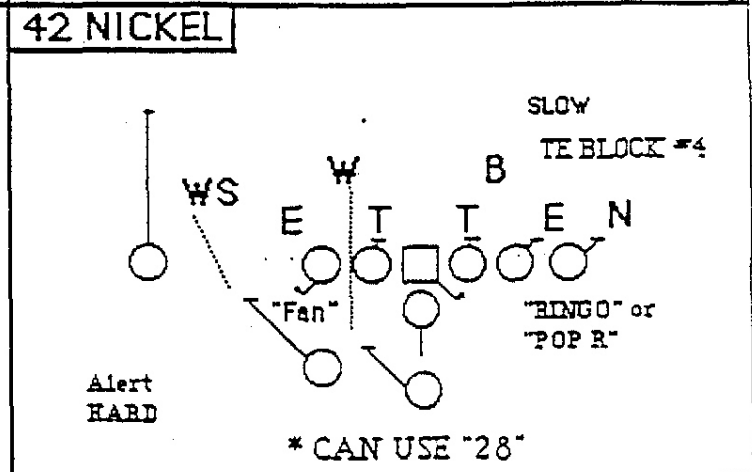
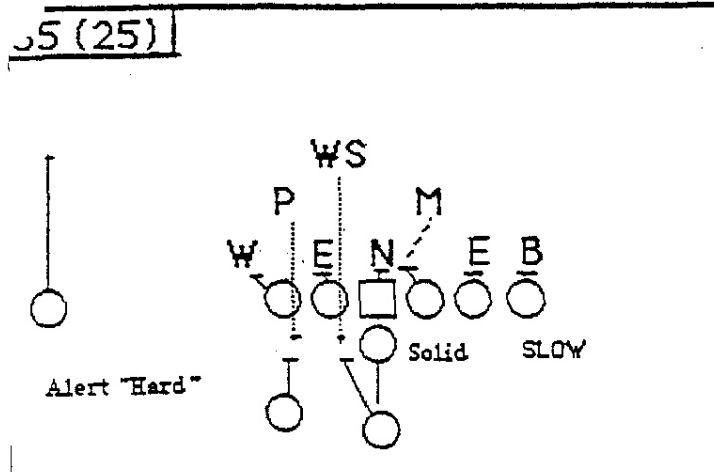
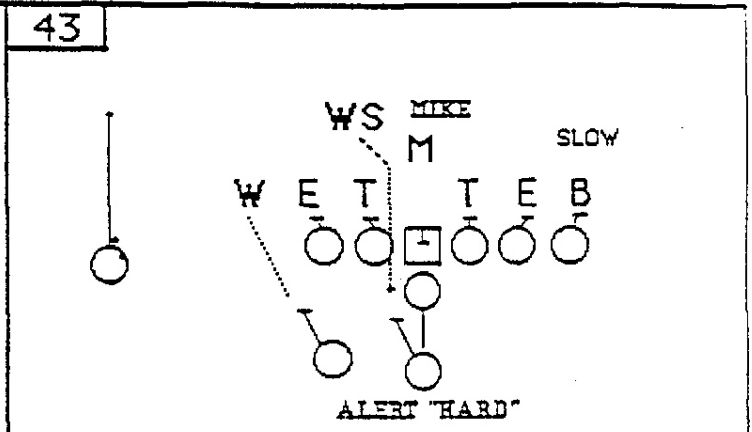
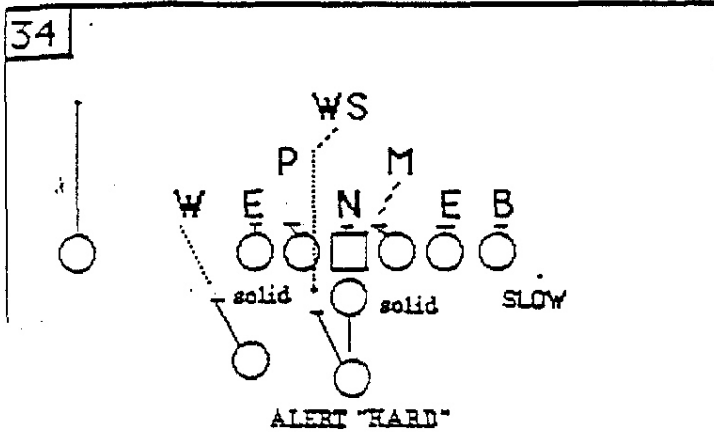
ALERT HARD

78_(79)_PROTECTION

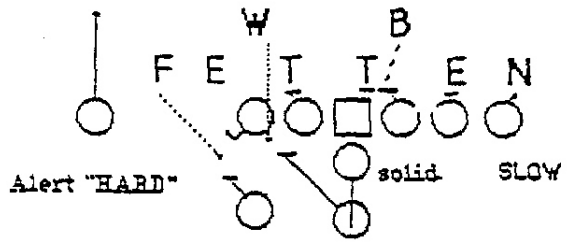
For W/S Blitz and Weakside Overloads.

OFFENSIVE LINE:

- Block Base Protection, 74 (75) vs all fronts.
- Block Navajo with 28 (29) Protection (if called).
- TE: Slow block #3 or #4 on LOS, depending on call and/or personnel. ("Fan")
- HB: Block widest LB/DB to his side.
- FB: Search for most dangerous LB/DB blitzer from weak side "A" gap to outside. Alert "Fan" and "Hard" call.



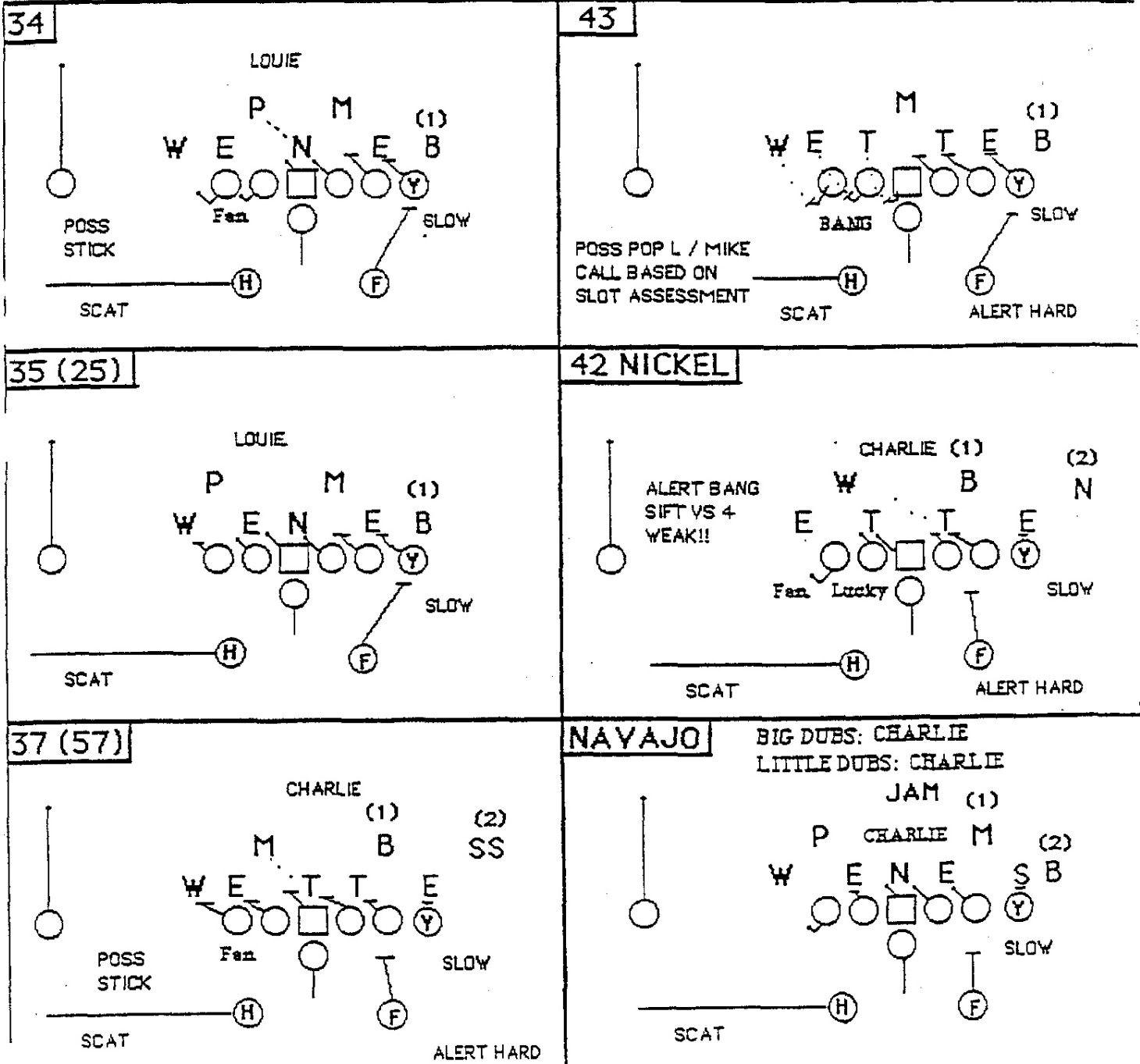
42 QUEEN



58-59 PROTECTION

OFFENSIVE LINE:

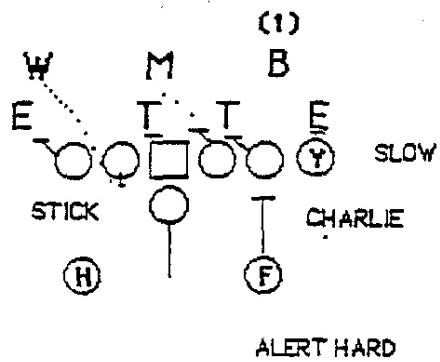
- A form of Slide/Pass Protection, slide away from call. If backside Guard has pick up, he may "Fan" or make "Stick" call. If Center has pick up, he make a "Lucky/Ringo" call; "Pop R/L" call or make a "Bang" call to utilize a full slide.
- TE: "SLOW" CALL
- FB: CHECK MLB TO BUCK LB ... ALERT TO COVERED OR UNCOVERED PLAYSIDE GUARD.
- HB: Free release away from call side.
- NAVAJO - Charlie.



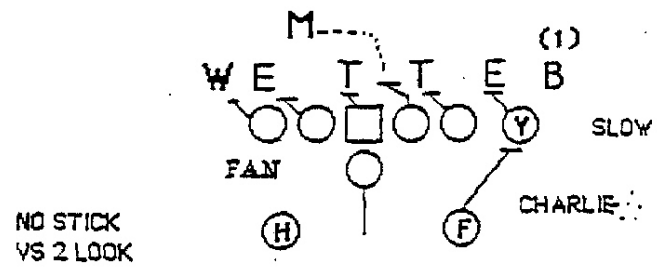
58-59 PROTECTION

CONTINUED:

59



50



358-359 PROTECTION

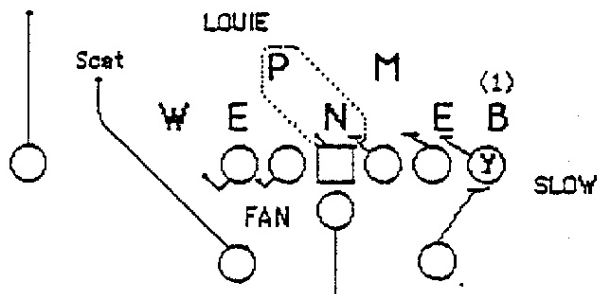
OFFENSIVE LINE:

- A form of Slide/Pass Protection, slide away from call. If backside Guard has pick-up, he may "Fan" If Center has pick-up, he may make "Lucky/Ringo" call; make a "Bang" call to utilize a full slide.

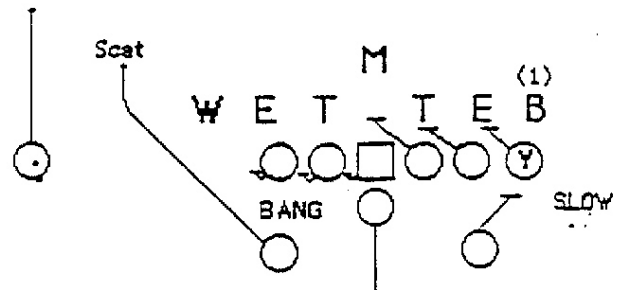
TE. WILL BLOCK MAN

- NAVAJO - Charlie.

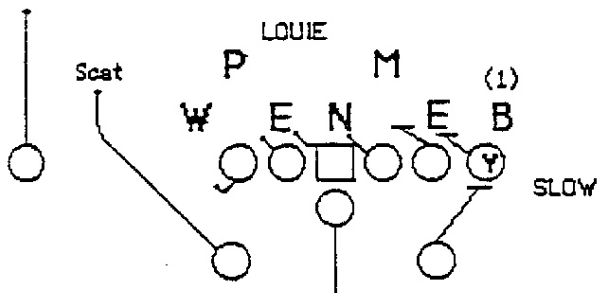
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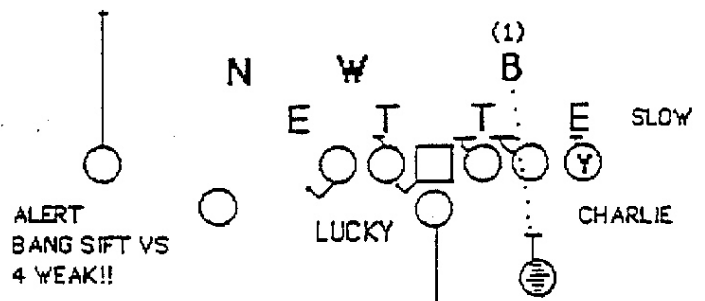
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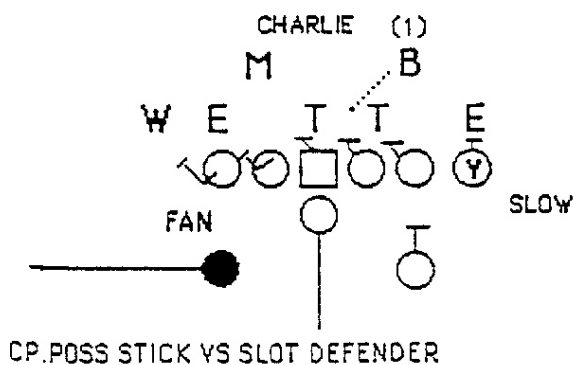
35 (25)



42 NICKEL



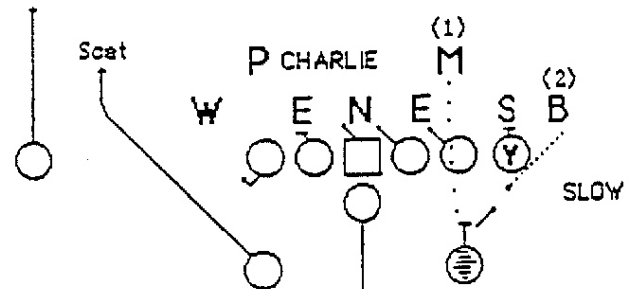
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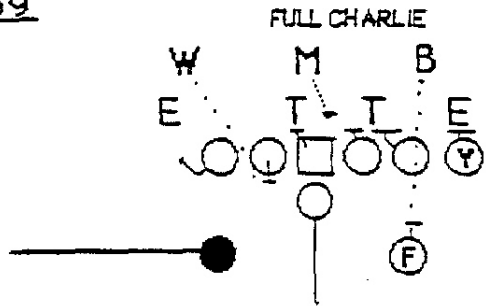
CP.POSS STICK VS SLOT DEFENDER

NAVAJO

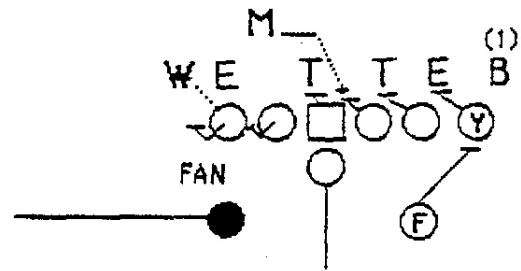
BIG DUBS CHARLIE
LITTLE DUBS CHARLIE



59



50

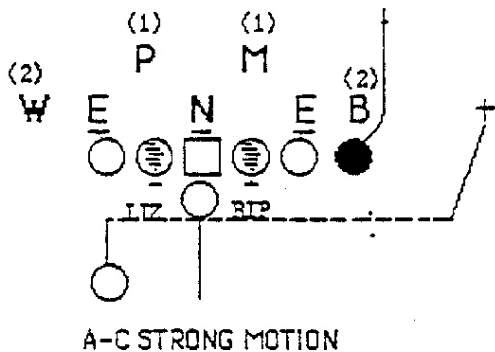


POSS. STICK

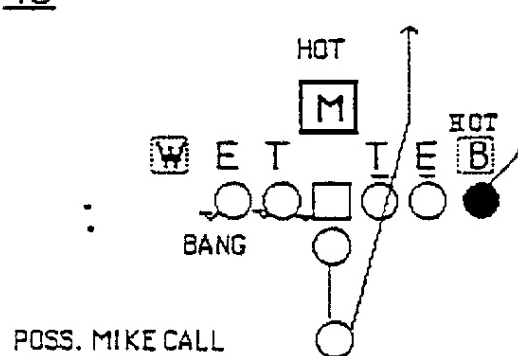
22-(23) SCAT PROTECTION (322/323SCAT) 2- (3) JET SCAT PROTECTION

- "Scat" has its own separate entity.. 5 Blockers.. All eligible receivers have a free release..
- This protection is generally used with a single back set, and open formation.
- 22- (23) Scat protection gets 3 receivers out strong.. The QB is responsible for "HOT" throws on both sides of the formation..
- QB must understand where he has protection and where he doesn't.
- General Rules: 1) Uncovered Guard "Rip" or "Liz".
2) When Center is voided, he must assess the weakside of the protection:
if there is a weakside threat, protect the QB's backside!

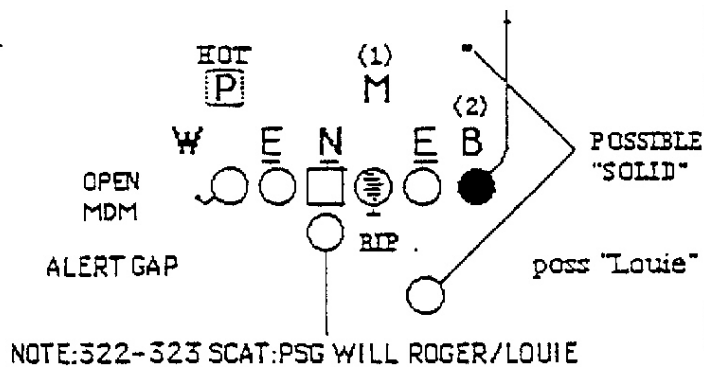
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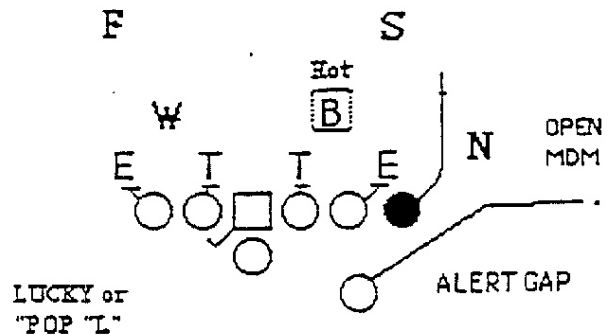
43



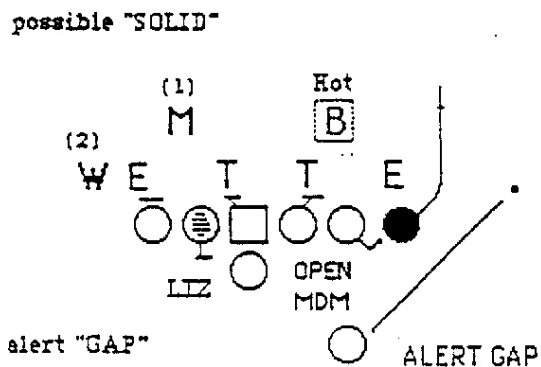
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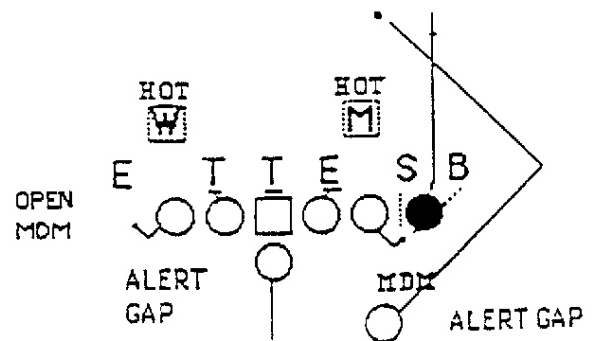
NICKEL/42



57



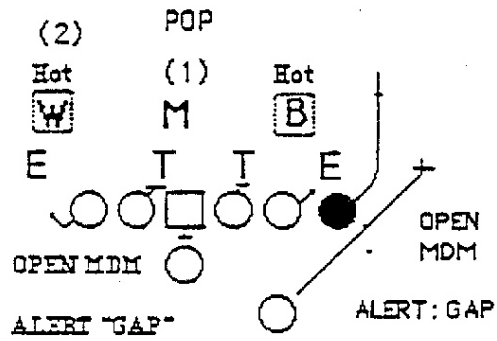
NAVAJO



22- (23) SCAT PROTECTION
 2- (3) JET SCAT PROTECTION

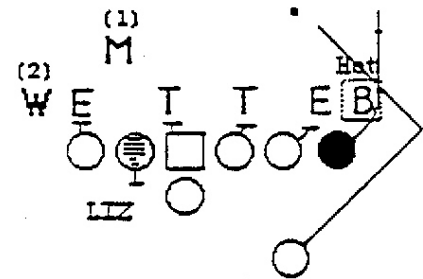
CONTINUED:

59



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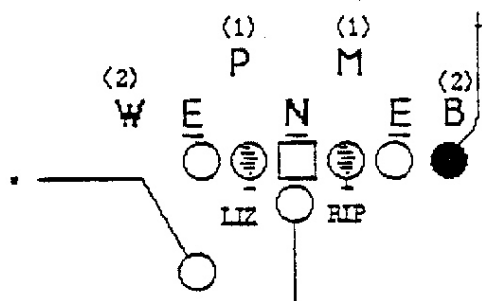
possible "SOLID"



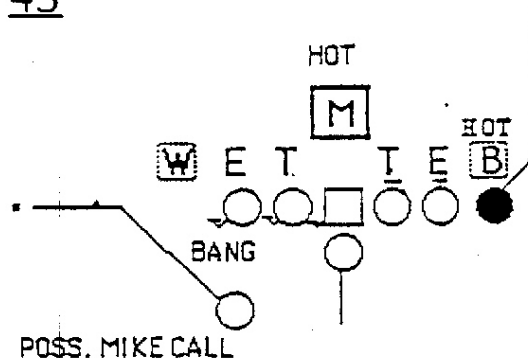
72(73) SCAT PROTECTION

- "Scat" has its own separate entity.. 5 Blockers.. All eligible receivers have a free release..
- This protection is generally used with a single back set, and open formation.
- 72-73 The QB is responsible for "HOT" throws on both sides of the formation..
- QB must understand where he has protection and where he doesn't..
- General Rules: 1) Uncovered Guard "Rip" or "Liz".
- 2) When Center is voided, he must assess the weakside of the protection:
if there is a weakside threat, protect the QB's backside!

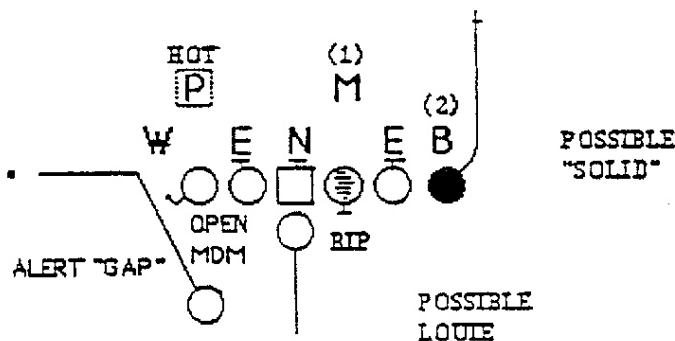
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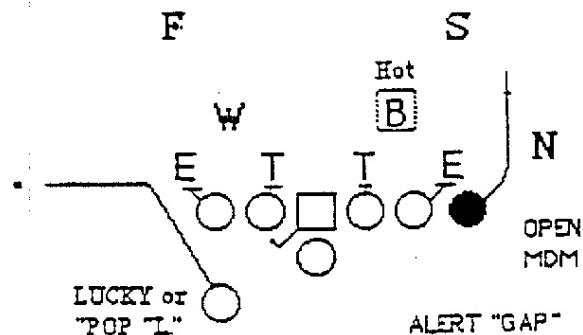
43



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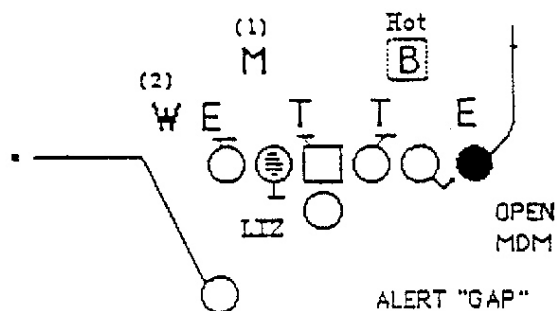


NICKEL/42

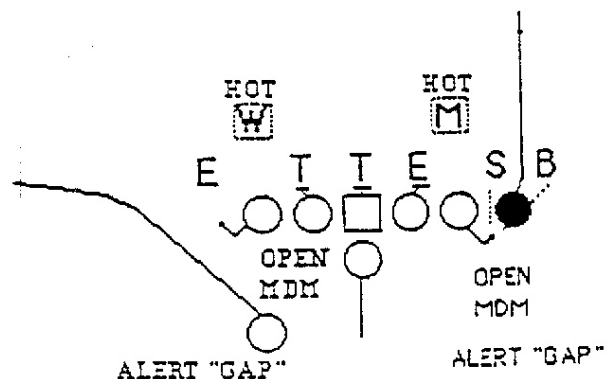


57

possible "SOLID"



NAYAJO

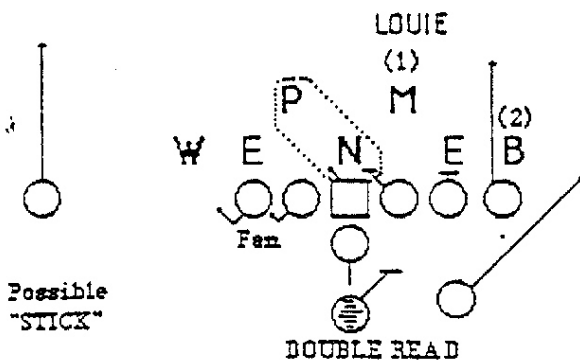


2 (3) JET PROTECTION

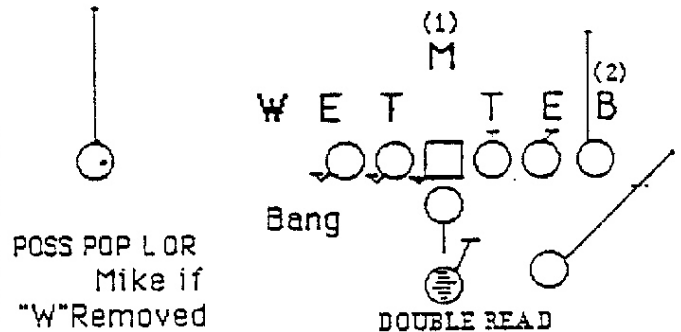
OFFENSIVE LINE:

- Alert- QB may change 2 Jet/ to 3 Jet . ALERT FOR RE-DIRECTION
 - A form of slide pass protection, slide away from call. If backside Guard has pick-up, he may "Fan" or Make "Stick" call. If Center has pick-up, he may make "Lucky/Ringo" call; "Pop L/R" call or make a "Bang" call to utilize a full slide.
 - NAVAJO - Open vs Big Dubs / "Charlie" vs Little Dubs.
 - FB: Double read to call side. Alert for QB changing 2 Jet/ to 3 Jet .
- ALERT TO READ OFFSIDE ILB WHEN THE CENTER AND GUARD IS COVERED IN 50 AND 57 FRONT
- HB: Release strongside (call side). Alert for blitzer outside of TE.

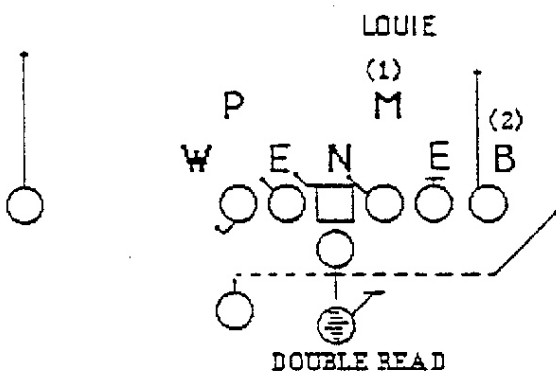
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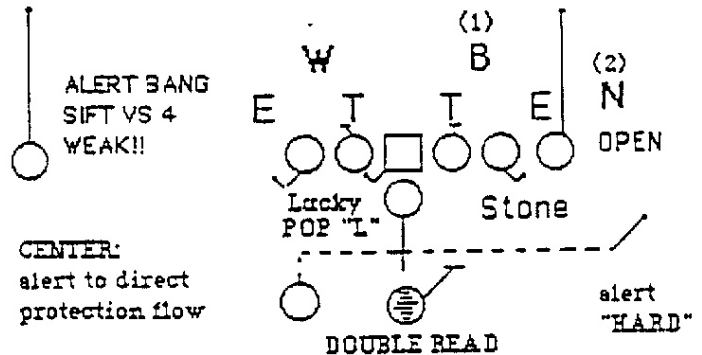
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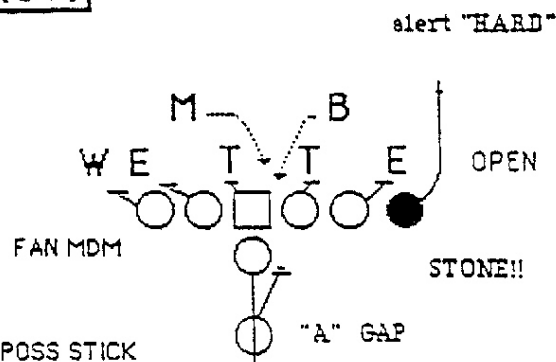
35 (25)



42 NICKEL

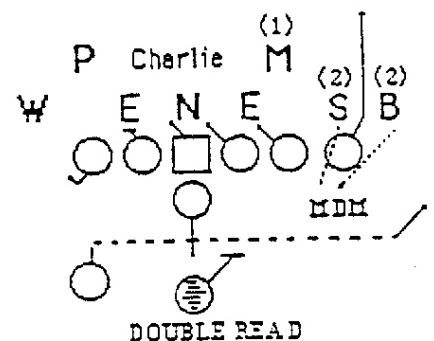


37 (57)



NAVAJO

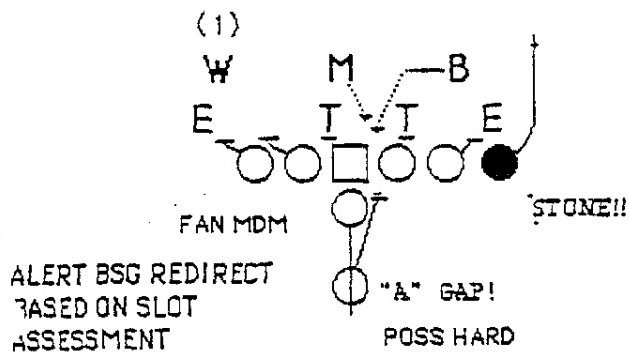
Big Dubs: Open call
Little Dubs: Charlie call



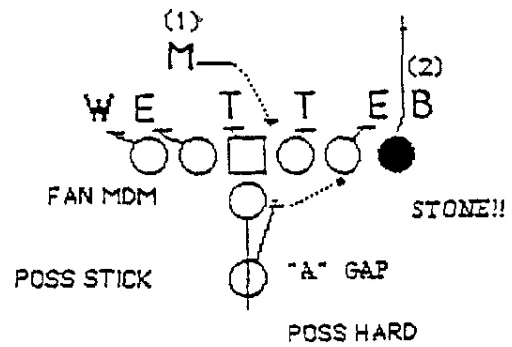
2 - (3) JET PROTECTION

CONTINUED:

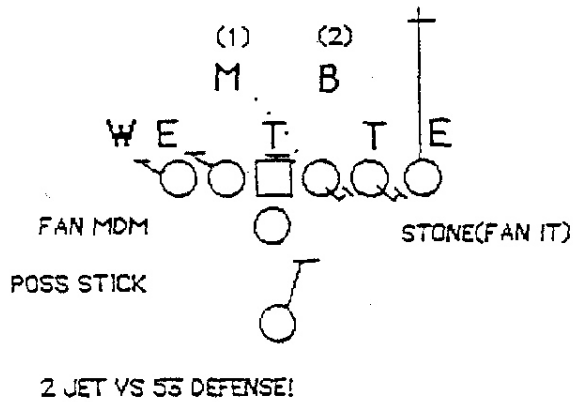
59



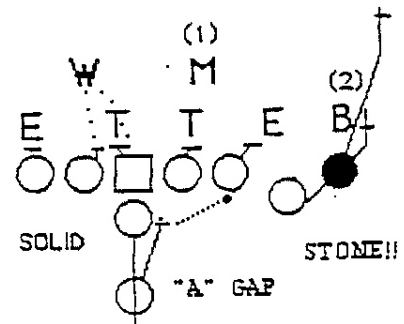
50



53



50W



2-3 JET PROTECTION (OPENSIDE)

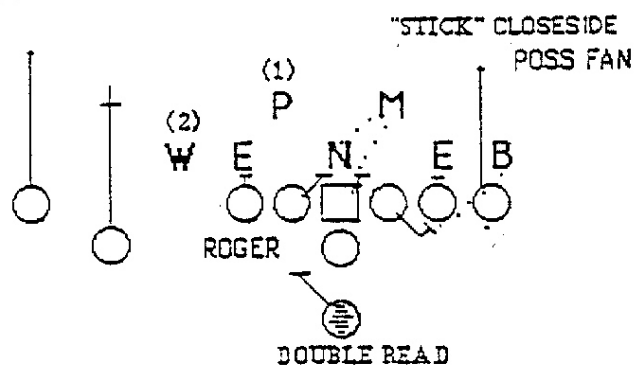
OFFENSIVE LINE:

- Alert- QB may change 2 Jet/ to 3 Jet . ALERT FOR RE-DIRECTION
- A form of slide pass protection, slide away from call. If backside Guard has pick-up, he may "Fan" or Make "Stick" call. If Center has pick-up, he may make "Lucky/Ringo" call; "Pop L/R" call or make a "Bang" call to utilize a full slide.
- NAVAJO - PST: open vs Big Defensive End, possible "Charlie". BST: Open MDM.
- FB: Double read to call side. Alert for QB changing 2 Jet/ to 3 Jet .

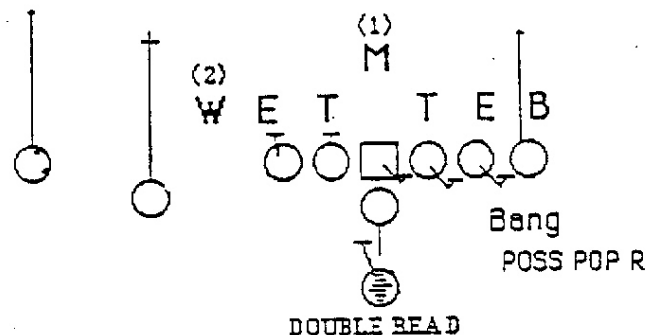
ALERT TO READ OFFSIDE ILB WHEN THE CENTER AND GUARD IS COVERED IN 50 AND 57 FRONT

HB: Release strongside (call side). Alert for blitzer outside of TE.

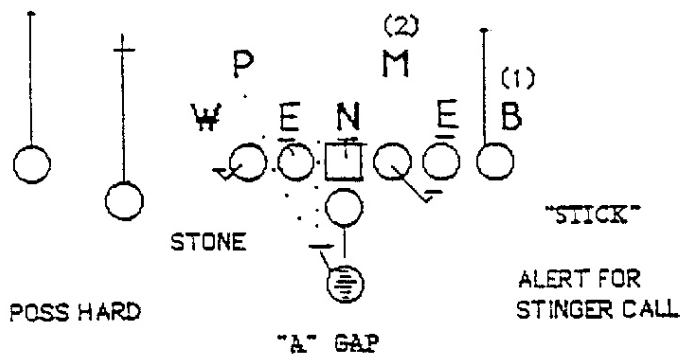
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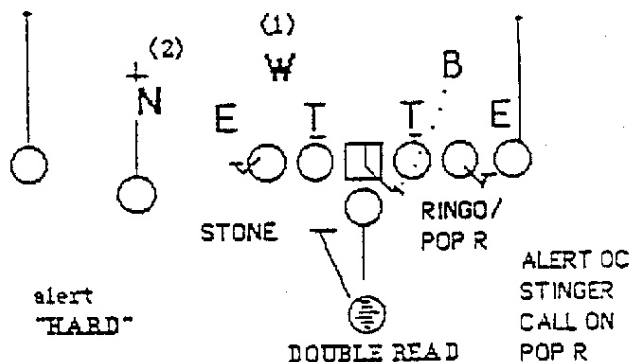
43



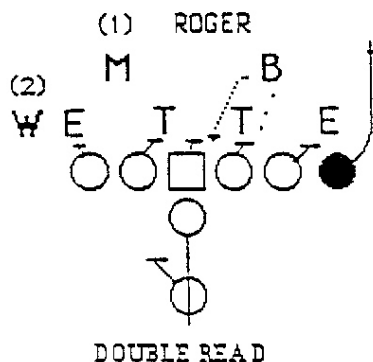
35 (25)



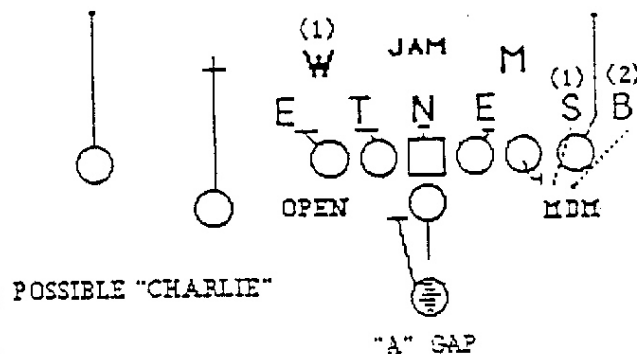
42 NICKEL



37 (57)



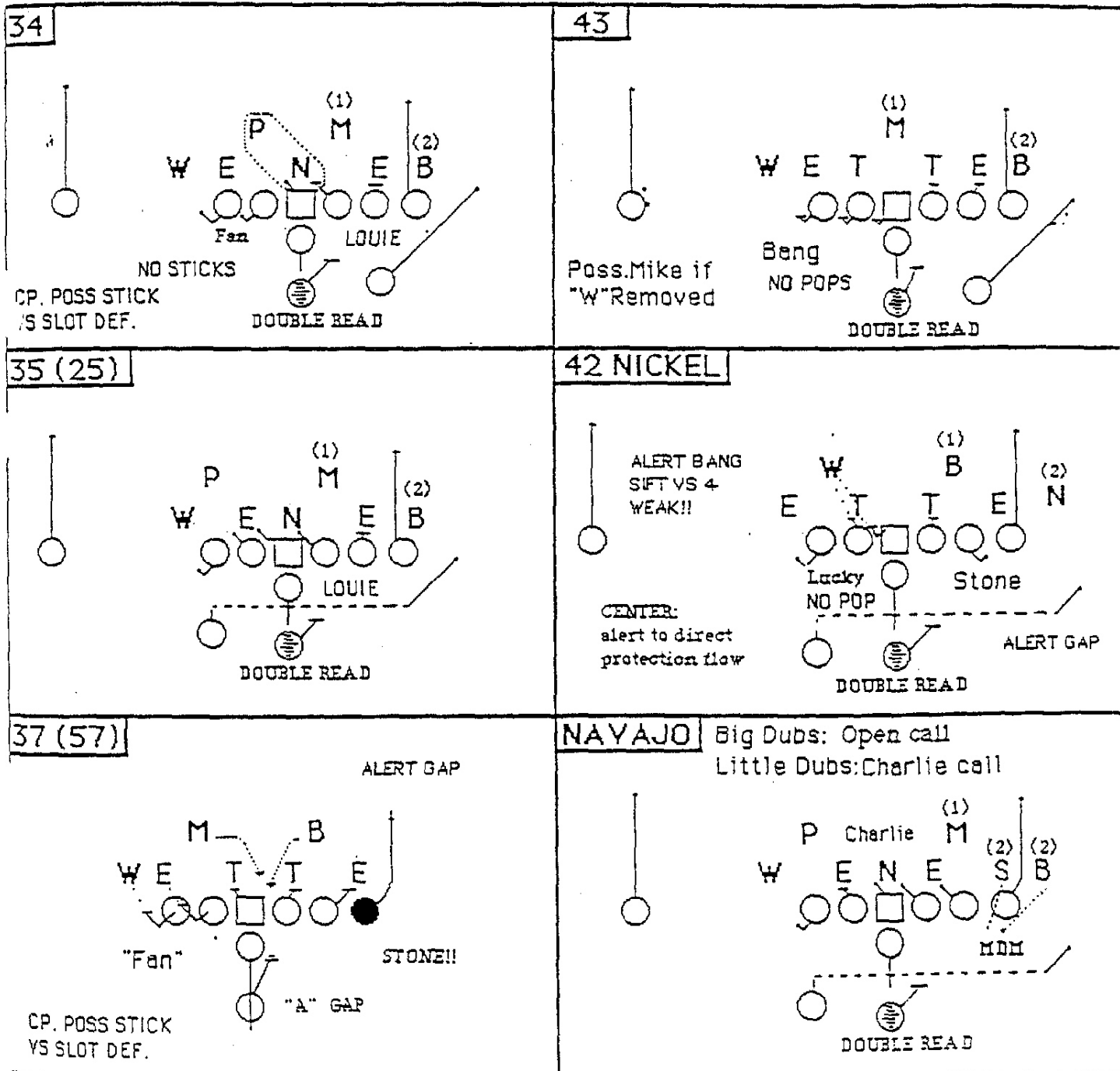
NAVAJO



200-300JET PROTECTION

OFFENSIVE LINE:

- Alert- QB may change 200/TO 300JET ALERT FOR RE-DIRECTION
 - A form of slide pass protection, slide away from call. If backside Guard has pick-up, he may "Fan" or Make "Stick" call. If Center has pick-up, he may make "Lucky/Ringo" call; or make a "Bang" call to utilize a full slide.
 - NAVAJO - Open vs Big Dubs. Charlie vs Little Dubs.
 - FB: Double read to call side. Alert for QB changing 200/TO 300JET.
- ALERT TO READ OFFSIDE ILB WHEN THE CENTER AND GUARD IS COVERED IN 50 AND 57 FRONT
- HB: Release strongside (call side). Alert for blitzzer outside of TE.

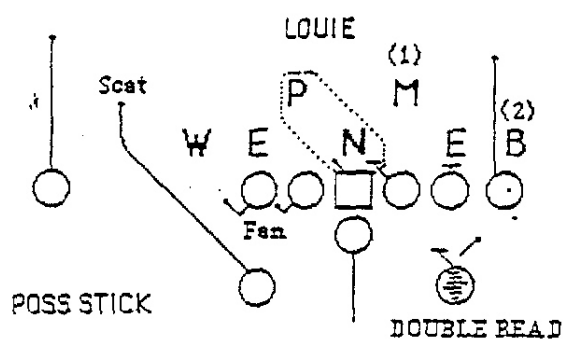


50-51 PROTECTION

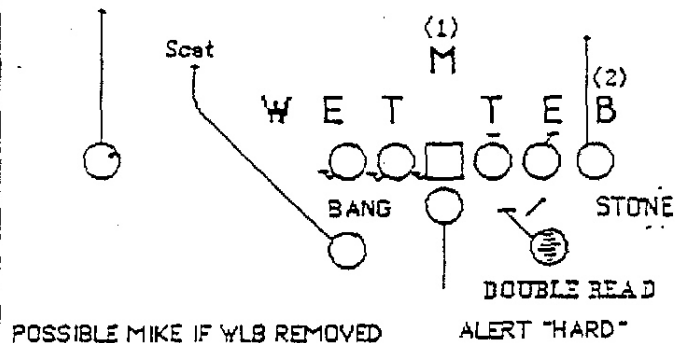
OFFENSIVE LINE:

- A form of Slide/Pass Protection, slide away from call. If backside Guard has pick-up, he may "Fan" or make "Stick" call. If Center has pick-up, he may make "Lucky/Ringo" call; "Pop L/R" call or make a "Bang" call to utilize a full slide.
- NAVAJO - Open vs Big Dubs. Charlie vs Little Dubs.
- FB: Double read to call side unless "Solid" is used in pattern call, then TE will be in blocking scheme.
- HB: Free release away from call side.

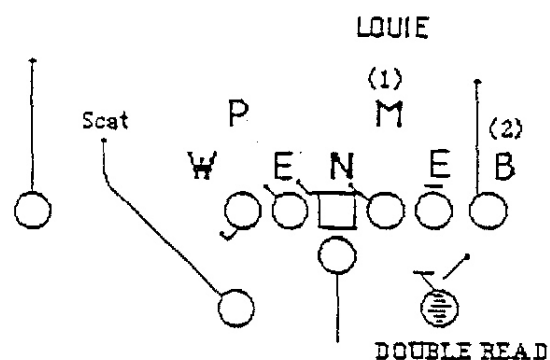
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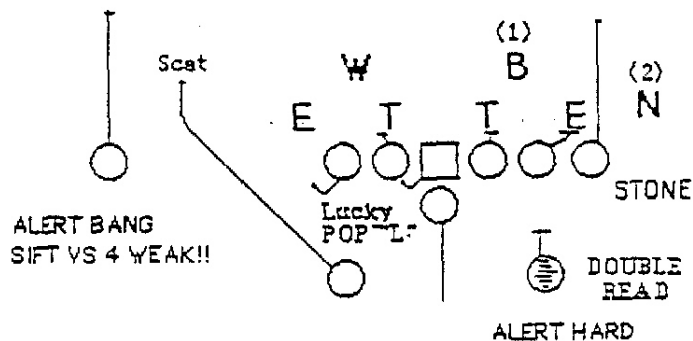
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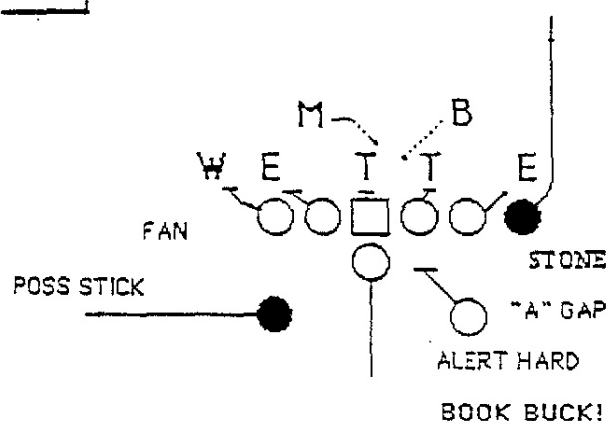
35 (25)



42 NICKEL

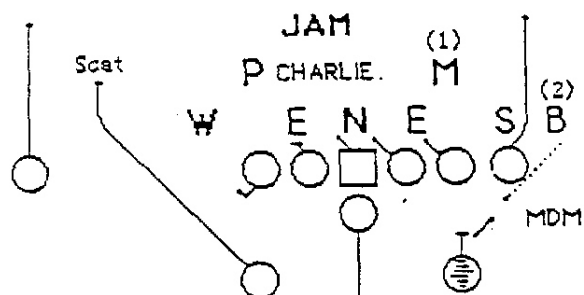


57



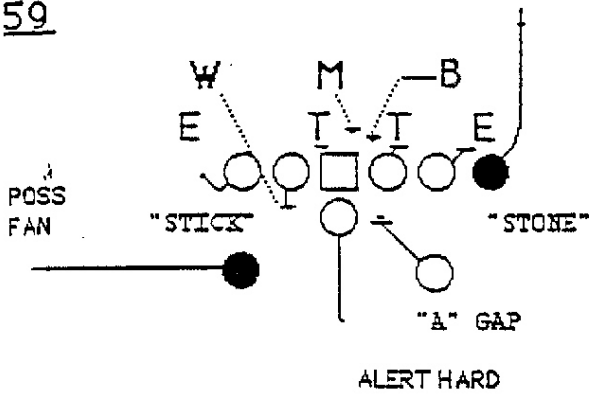
NAVAJO

BIG DUBS: OPEN CALL
LITTLE DUBS: CHARLIE CALL

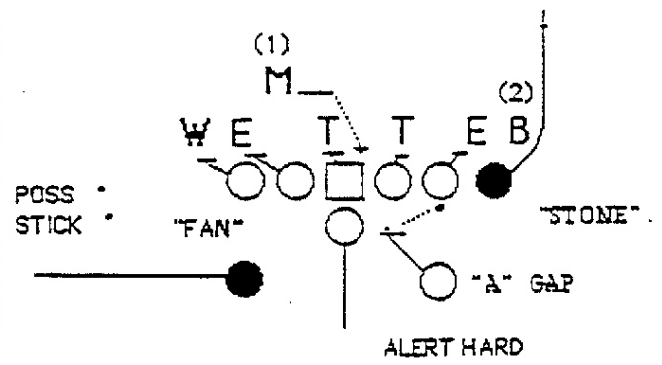


50-(51) PROTECTION:

59



50

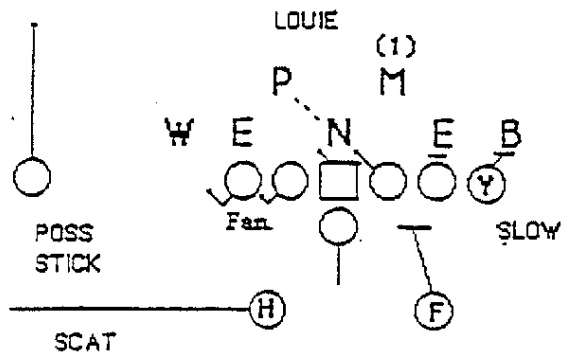


58-59 PROTECTION

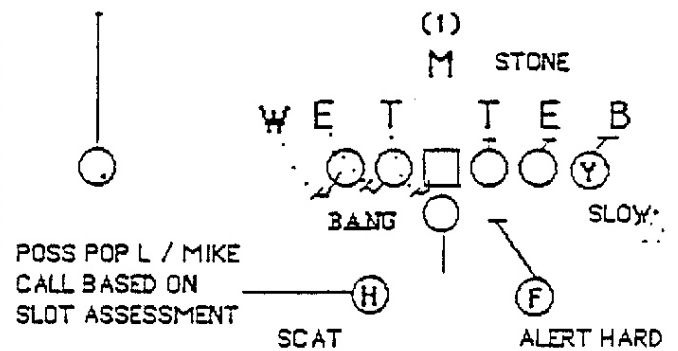
OFFENSIVE LINE:

- A form of Slide/Pass Protection, slide away from call. If backside Guard has pick up, he may "Fan" or make "Stick" call. If Center has pick up, he make a "Lucky/Ringo" call; "Pop R/L" call or make a "Bang" call to utilize a full slide.
- TE: "SLOW" CALL
- FB: CHECK MLB TO BUCK LB ... ALERT TO COVERED OR UNCOVERED PLAYSIDE GUARD.
- HB: Free release away from call side.
- NAVAJO - Charlie.

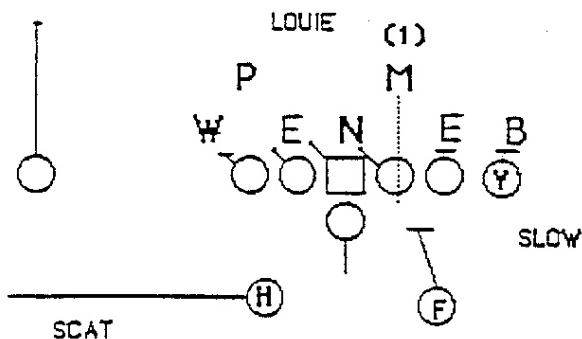
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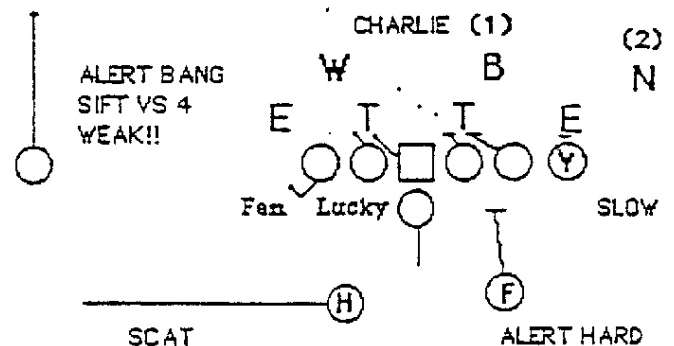
43



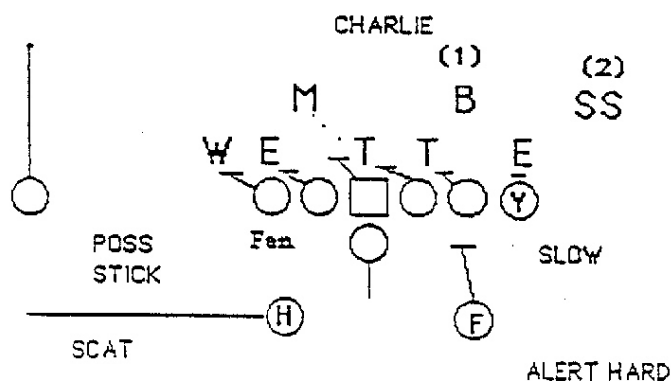
35 (25)



42 NICKEL

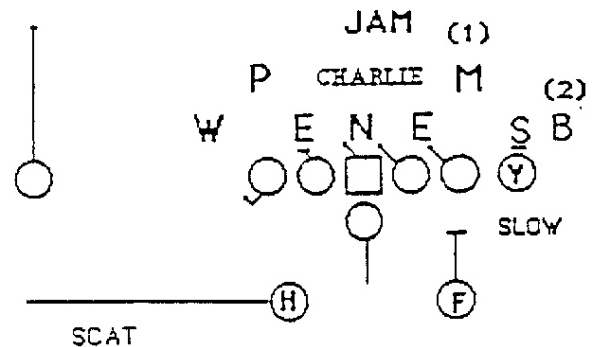


37 (57)



NAVAJO

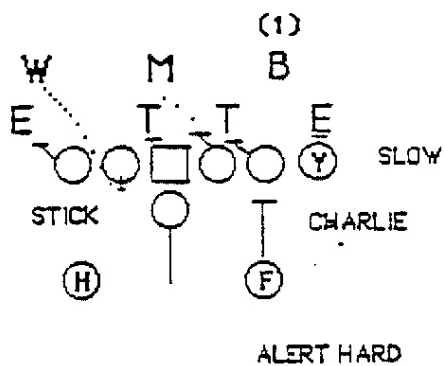
BIG DUBS: CHARLIE
LITTLE DUBS: CHARLIE



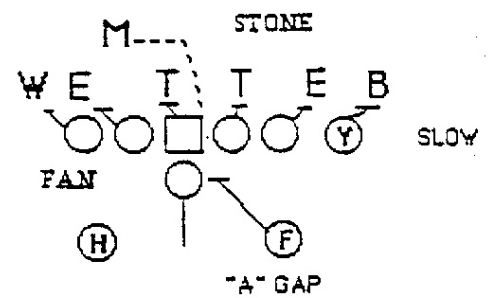
58-59 PROTECTION

CONTINUED:

59



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358-359 PROTECTION

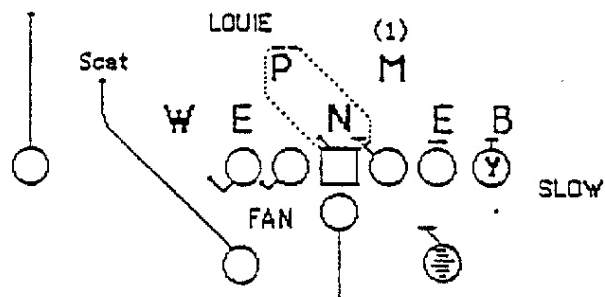
OFFENSIVE LINE:

- A form of Slide/Pass Protection, slide away from call. If backside Guard has pick-up, he may "Fan" If Center has pick-up, he may make "Lucky/Ringo" call; make a "Bang" call to utilize a full slide.

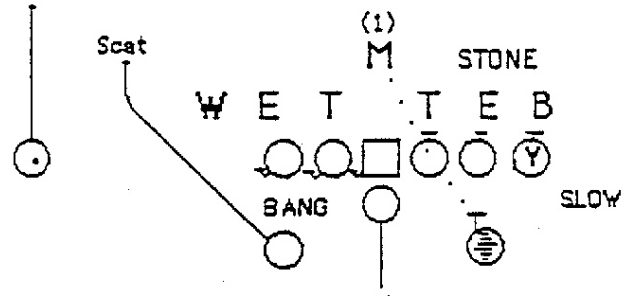
TE. WILL BLOCK MAN

- NAVAJO - Charlie.

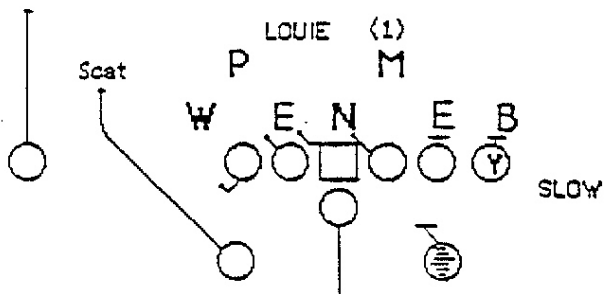
34



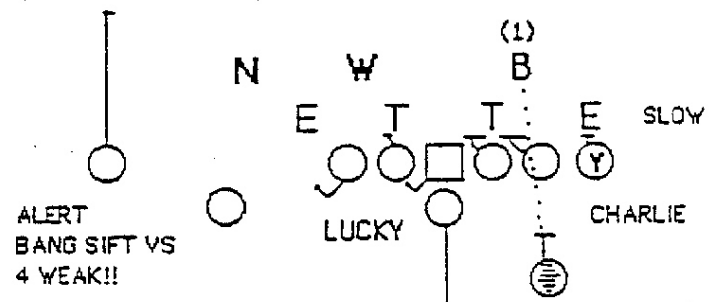
43



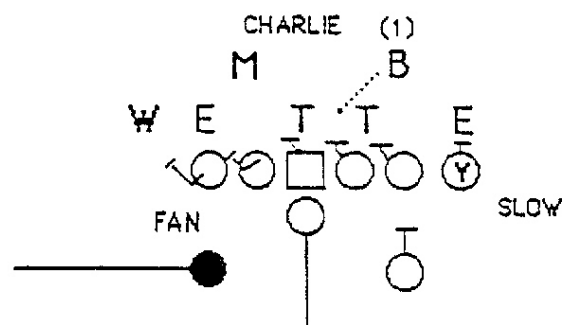
35 (25)



42 NICKEL

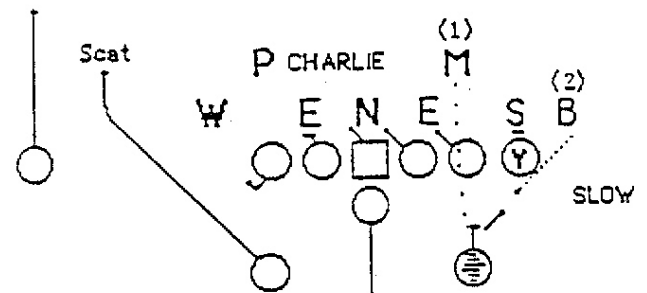


57



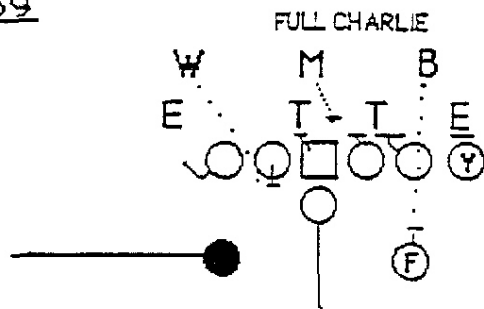
NAVAJO

BIG DUBS CHARLIE
LITTLE DUBS CHARLIE

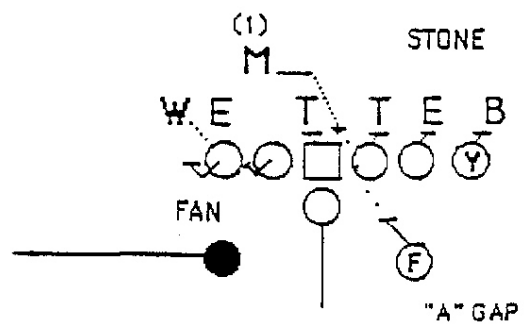


358-359 PROTECTION

59



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POSS. STICK

FOX 2-3 PROTECTION

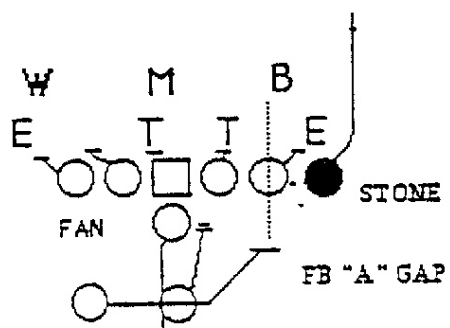
OFFENSIVE LINE: (Charlie)

- Slide away from the call. Open front side vs reduced front except NAVAJO.
- FB: Block 2nd backer from Mike to callside.
- HB: Block 1st backer from Mike to callside.
- NAVAJO - Open vs Big Dubs. Charlie vs Little Dubs.

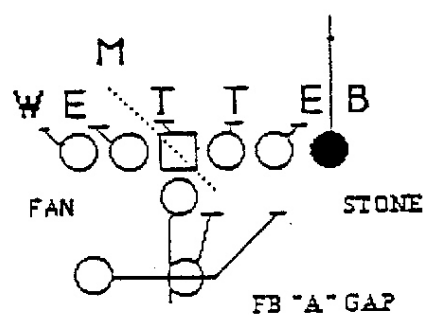
FOX 2- (3) PROTECTION

CONTINUED:

59



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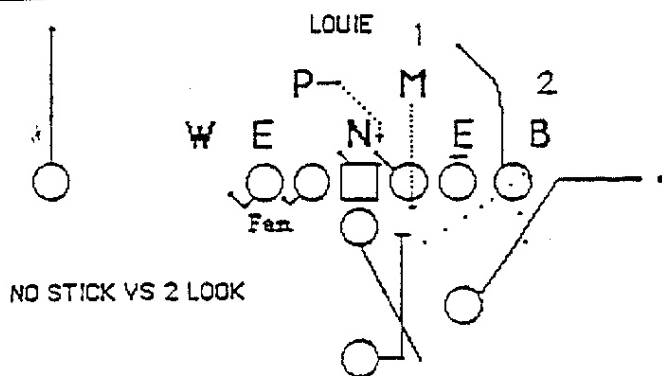


FIRE 2 (FIRE 2 BUCK)

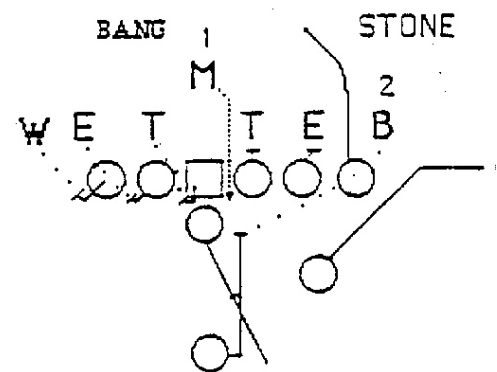
OFFENSIVE LINE:

- Slide away from the call. Open front side vs reduced front except NAVAJO.
- Backside G & T may Fan (NO POPS/NO STICKS). SAME RULES AS 2/3 JET FOR OL.
- FB: FREE RELEASE TO PATTERN
- HB: DOUBLE READ
- Y: PATTERN
- NAVAJO - Open vs Big Dubs, Charlie vs Little Dubs.

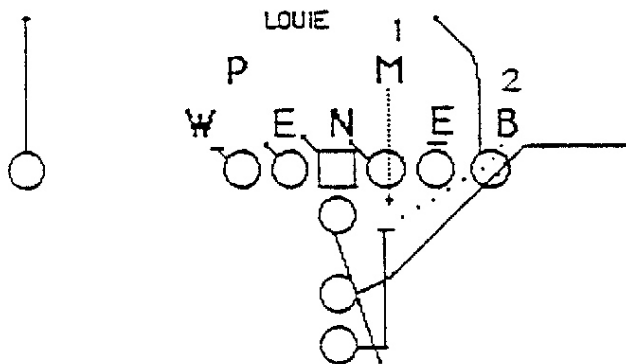
34



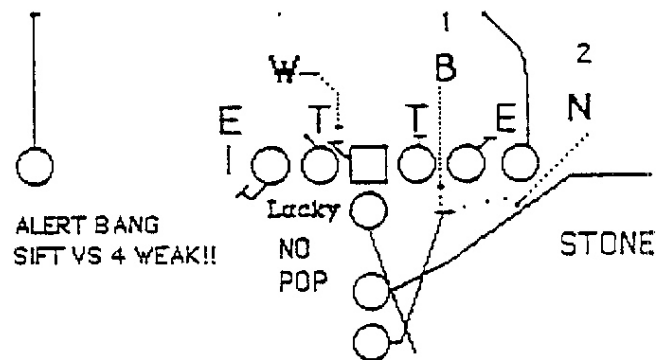
43



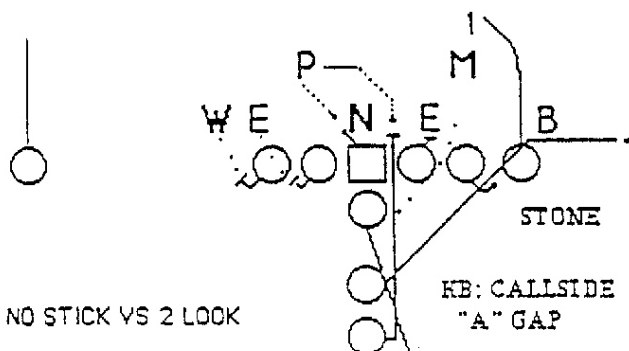
35 (25)



42 NICKEL

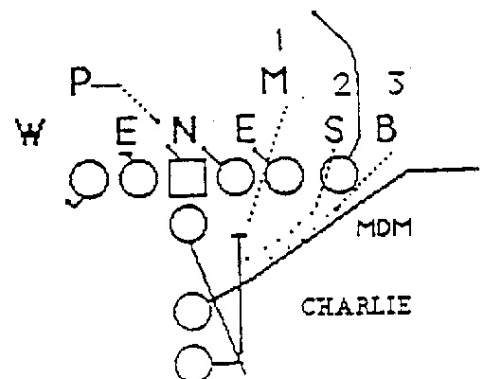


37 (57)



NAVAJO

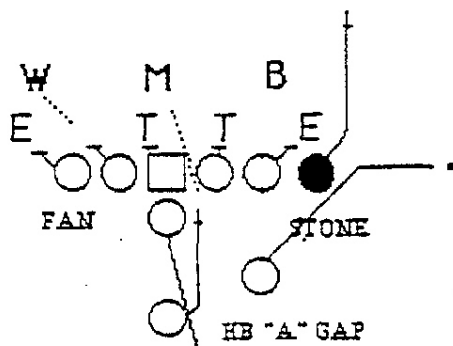
BIG DUBS: OPEN CALL
LITTLE DUBS: CHARLIE CALL



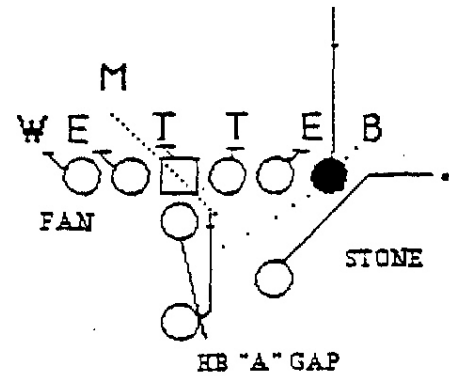
FIRE 2 (FIRE 2 BUCK)

CONTINUED:

59



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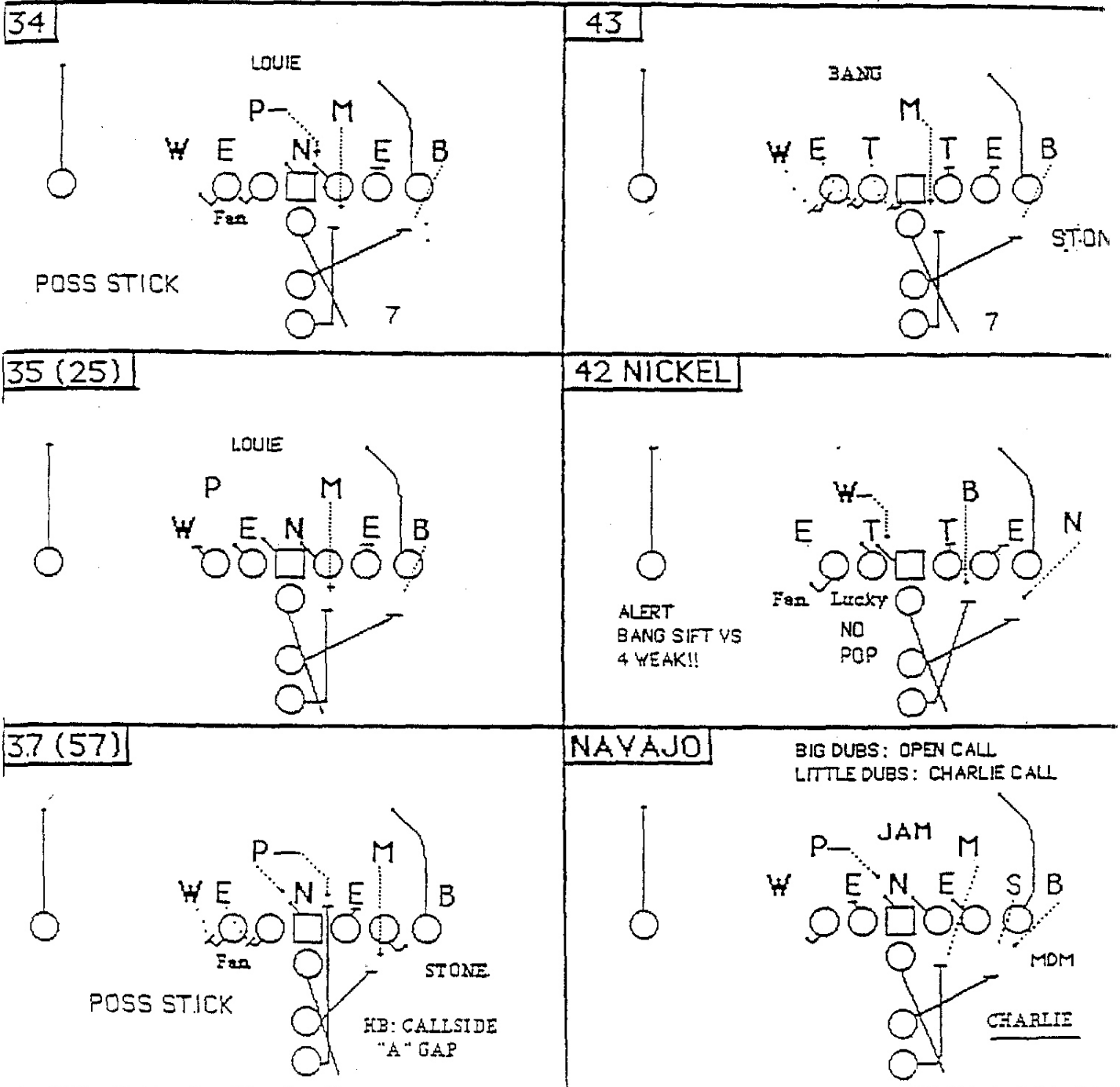
NO STICK
VS 2 LOOK

H2-3 PROTECTION

OFFENSIVE LINE:

- Slide away from the call. Open front side vs reduced front except NAVAJO.
- Backside G & T may Fan or Stick.
- FB: Block 1st backer from Mike to callside.
- HB: Block 2nd backer from Mike to callside.
- NAVAJO - Open vs Big Dubs. Charlie vs Little Dubs.

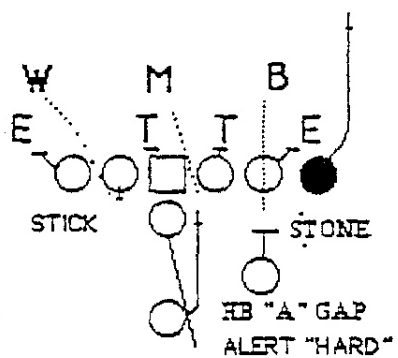
ALERT: 7 STEP DROP ON H2-3 PROTECTION



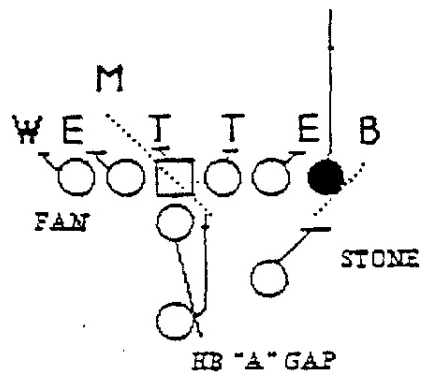
H2- (3) PROTECTION

CONTINUED:

59



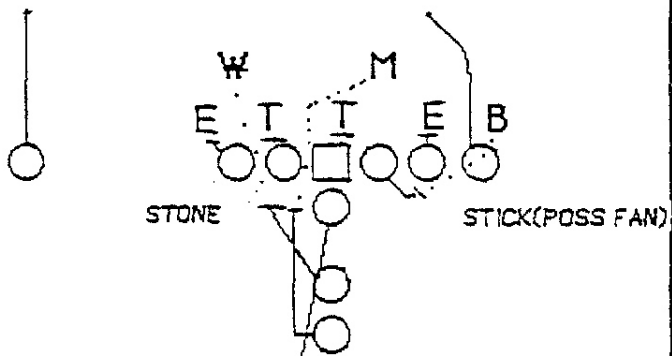
50



NO STICK
VS 2 LOOK

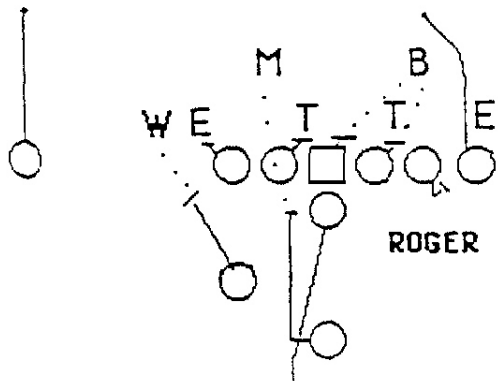
25

H2 TO OPENSIDE



ALERT .. STICK YS CLOSESIDE

H2 TO OPENSIDE



PASS 40 SOLID

OFFENSIVE LINE:

SLIDE AWAY FROM CALL. UNCOVERED PST WILL INITIATE SLIDE THIS A FULL "CHARLIE" PROTECTION WITH LOCKED RULES.

ALERT CALLS: "RINGO-LUCKY", "FAN", "BANG", (NO POPS), (NO STICKS)

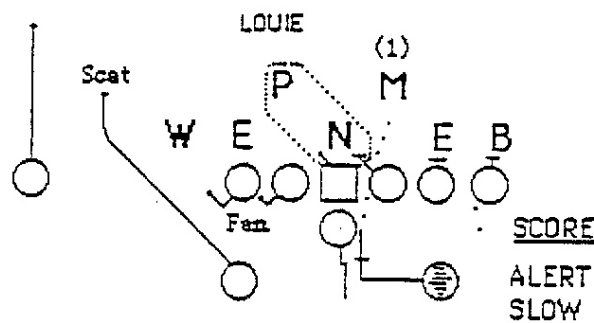
NAYAJO: CHARLIE LITTLE DUBS/BIG DUBS (LOCKED RULE).

(Y) : SCORE...ALERT "SLOW" CALL TO PST AREA ALL ADJACENT STUNTS.

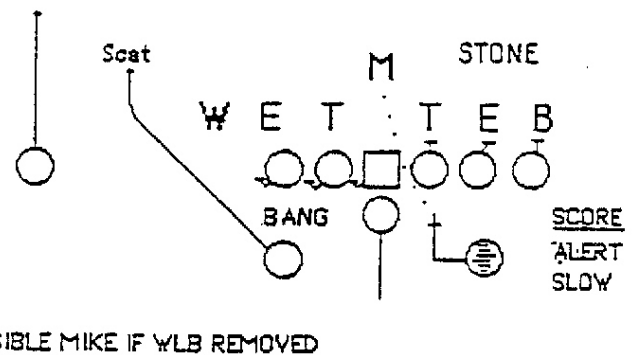
(HB) : FREE RELEASE TO PATTERN

(FB) : FAKE 40 DRAW ACTION...BLOCK 1ST ILB...POSS.DOUBLE READ VS NAYAJO/42NICKLE

34

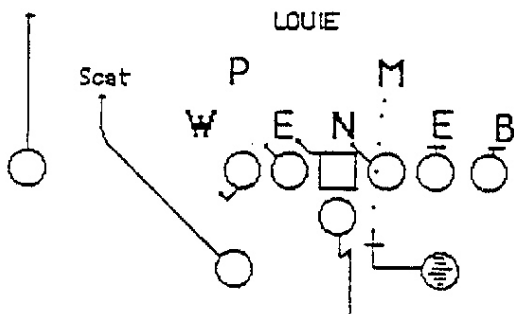


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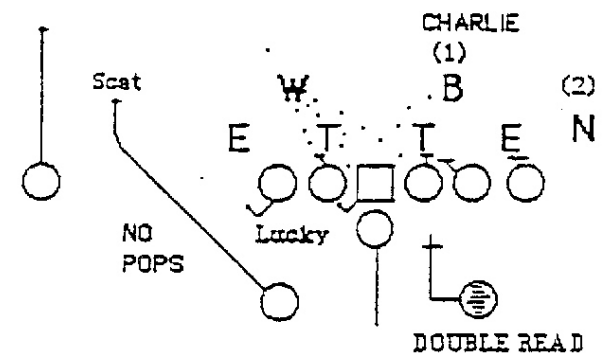


POSSIBLE MIKE IF WLB REMOVED

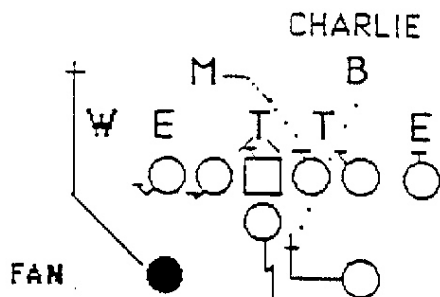
35 (25)



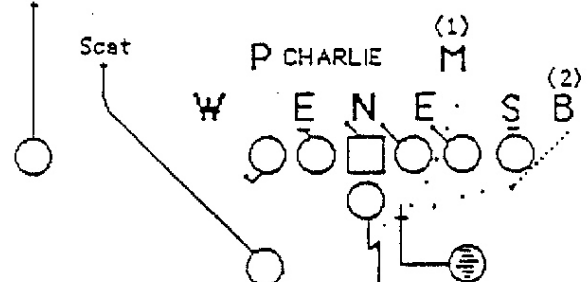
42 NICKEL



37 (57)



NAYAJO



PASS 90 SOLID

OFFENSIVE LINE:

SLIDE AWAY FROM CALL. UNCOVERED PST WILL INITIATE SLIDE THIS A FULL "CHARLIE" PROTECTION WITH LOCKED RULES.

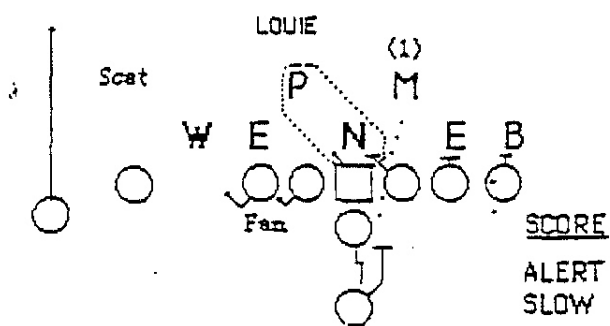
ALERT CALLS: "RINGO-LUCKY", "FAN", "BANG", (NO POPS), (NO STICKS)

NAYAJO: CHARLIE LITTLE DUBS/BIG DUBS (LOCKED RULE).

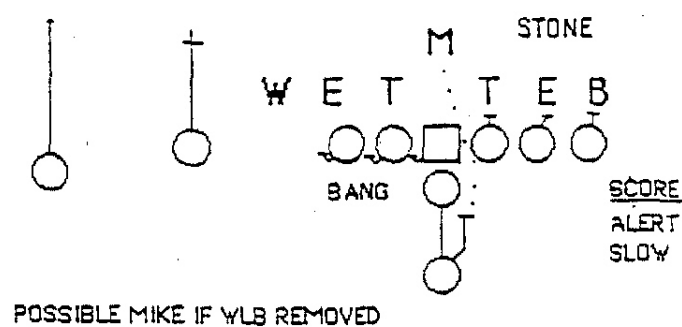
(Y) : SCORE...ALERT "SLOW" CALL TO PST AREA ALL ADJACENT STUNTS.

(HB) : FAKE DRAW ACTION...BLOCK 1ST ILB...POSS.DOUBLE READ VS NAYAJO/42NICKLE

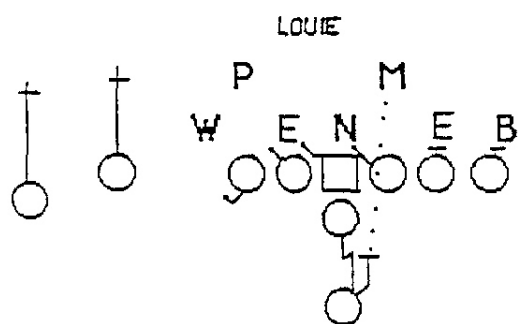
34



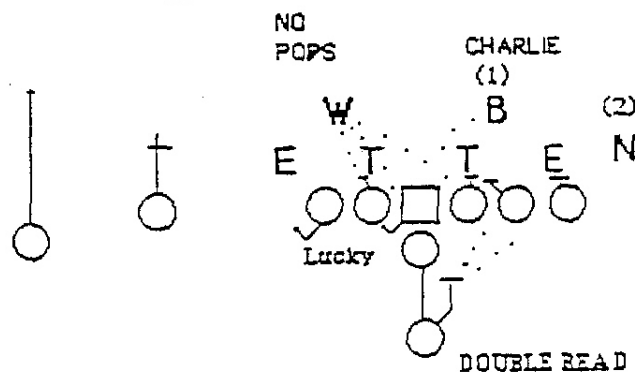
43



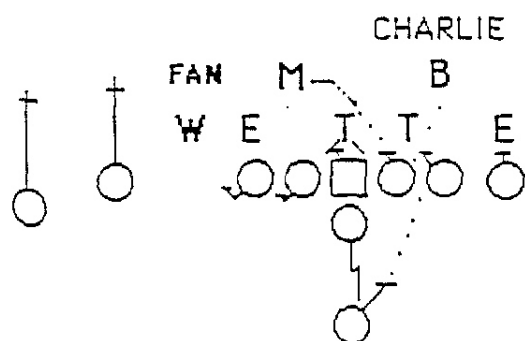
35 (25)



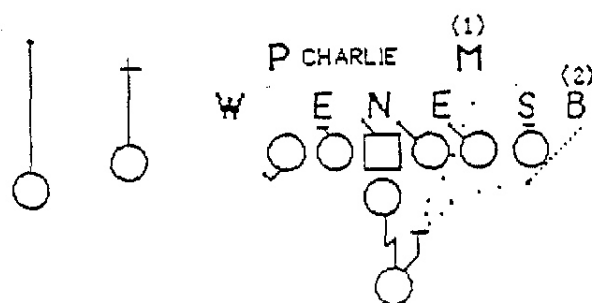
42 NICKEL



37 (57)



NAYAJO



OFFENSIVE LINE:

SLIDE UNCOVERED PSG/UNCOVERED CENTER AWAY FROM CALL.

NO POPS/NO STICK ON BACKSIDE... AGGRESSIVE SLIDE

PLAYSIDE TACKLE:COVERED RULE:BLOCK MAN UNCOVERED: DEUCE/FAN

PLAYSIDE GUARD:COVERED RULE:MAN OR DEUCE UNCOVERED:SLIDE. (LOUIE)

NAVAJO - FAN.

(Y)SOLID... AGGRESSIVE TECH...ALERT TO FAN WITH PST

(FB)GREEN FLASH...BLOCK"A"GAP PLAYSIDE...UNCOVERED OC/B GAP...UNC.PSG

(HB)GREEN FLASH...BLOCK"A"GAP PLAYSIDE

(QB)3 STEP DROP

| | |
|--|--|
| <p>34</p> <p>LOUIE</p> <p>AGGRESSIVE BLOCKING</p> <p>W E N M E B</p> <p>FAN</p> <p>3 STEP</p> <p>GREEN FLASH</p> <p>SLOW</p> | <p>43</p> <p>AGGRESSIVE BLOCKING</p> <p>BANG M STONE</p> <p>W E T T E B</p> <p>3 STEP</p> <p>NO POPS</p> <p>GREEN FLASH</p> <p>SLOW</p> |
| <p>35 (25)</p> <p>LOUIE</p> <p>AGGRESSIVE BLOCKING</p> <p>W E N M E B</p> <p>3 STEP</p> <p>GREEN FLASH</p> <p>SLOW</p> | <p>42 NICKEL</p> <p>AGGRESSIVE BLOCKING</p> <p>LUCKY DEUCE</p> <p>W B N</p> <p>E T T E</p> <p>NO POPS</p> <p>GREEN FLASH</p> |
| <p>37 (57)</p> <p>AGGRESSIVE BLOCKING</p> <p>FAN P DEUCE M</p> <p>W E N E B</p> <p>3 STEP</p> <p>NO STICK</p> <p>AGGRESSIVE BLOCKING</p> <p>GREEN FLASH</p> | <p>NAVAJO</p> <p>AGGRESSIVE BLOCKING</p> <p>P M</p> <p>W E N E S B</p> <p>3 STEP</p> <p>FAN</p> <p>GREEN FLASH</p> |

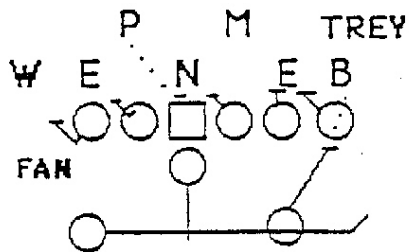
PASS 316(317)

OFFENSIVE LINE:

BLOCK 16 POWER...AGRESSIVE BLOCKING...BST AGGRESSIVE TECH.
 BST: 1 LOOK BLOCK MAN...2 LOOK:FAN...POSS.BANG
 BSG:PULL AND LEAD ON 16 POWER,POSS."STAY"CALL VS 3 JET
 C/PSG/PST...BLOCK 16 POWER BLOCKING RULES
 FB:BLOCK 16 POWER
 HB:FAKE 16 POWER ACTION
 QB:3 STEP DROP.(FLASH FAKE)
 NAVAJO - CHARLIE

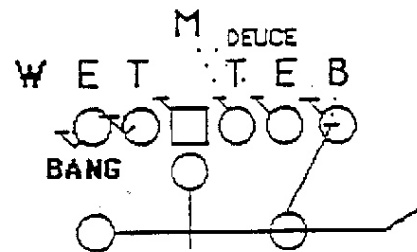
34

FAN CALL VS 2 LOOK



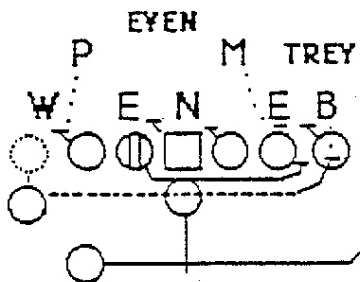
43

BANG CALL VS 2 LOOK



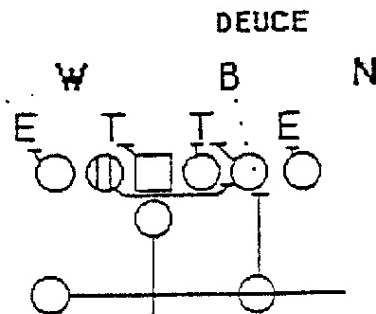
35 (25)

POSS. STAY CALL VS 3 JET
OR THREAT OF DOG.



ALERT:POSS 2 LOOK STEM BACK TO 1 LOOK

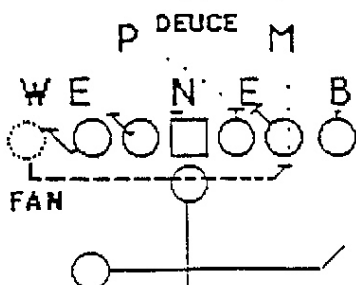
42 NICKEL



37 (57)

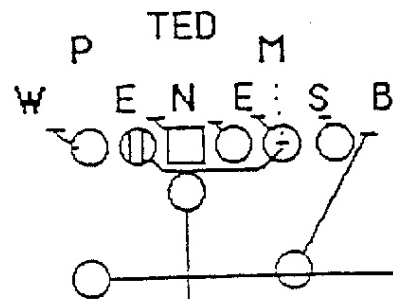
(T)SOLD "U"STRONG MOTION

FAN CALL VS 2 LOOK



NAVAJO

POSS. STAY CALL VS 3 JET



PASS 392 PROTECTION

OFF.LINE: BLOCK 94 WITH AGGRESSIVENESS.SELL THE PLAY.

PST: UTILIZE "JUMP" TECHNIQUE(KEEP DEFENDERS HANDS DOWN)

CP: TREAT ALL COMBINATION TITE

TE: BUTT AND CUT OLB/DE

(TWIN) ALERT OC TO REDIRECT FLOW

NAJAJO - SLIP. POSSIBLE FAN.

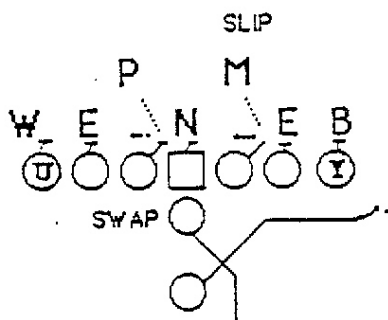
| | |
|--|--|
| <p><u>34</u> AGRESSIVE RUN BLOCK!</p> | <p><u>43</u> SELL THE RUN! SHOULDERS DOWN!</p> |
| <p><u>35</u></p> | <p><u>42 NICKEL</u> OC:ALERT TO DIRECT CALL TO 4 MAN SIDE</p> |
| <p><u>37</u></p> | <p><u>NAVAJO</u></p> |

PASS CO PROTECTION:

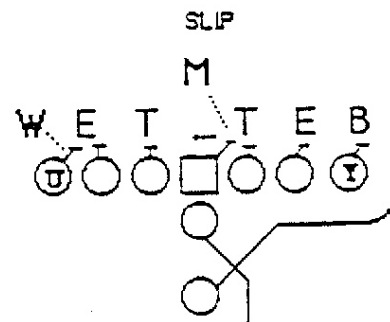
OFFENSIVE LINE & TE'S:

- COVERED: Block Man
- UNCOVERED: SLIP OR SWAP TO CALL
- (OG, OT, & Backside TE alert for "Squeeze" situations.
- (NOTE: Navajo exceptions).
- FB: Make good fake of 68-69 Hand-off and really pump arms. Belly back as you stretch to sideline and be alert for release pass late.
- NAVAJO - Fan.

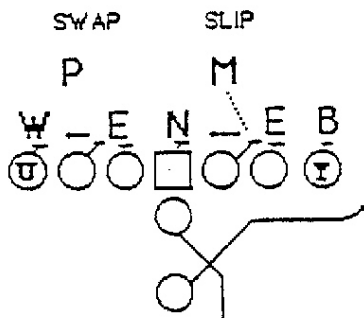
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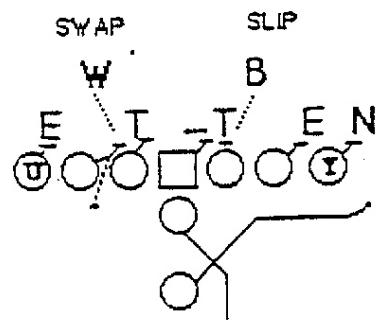
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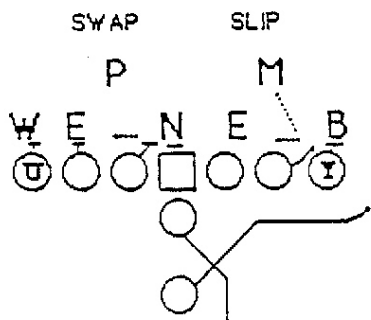
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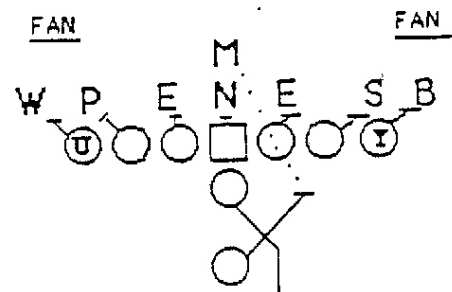
42 NICKEL



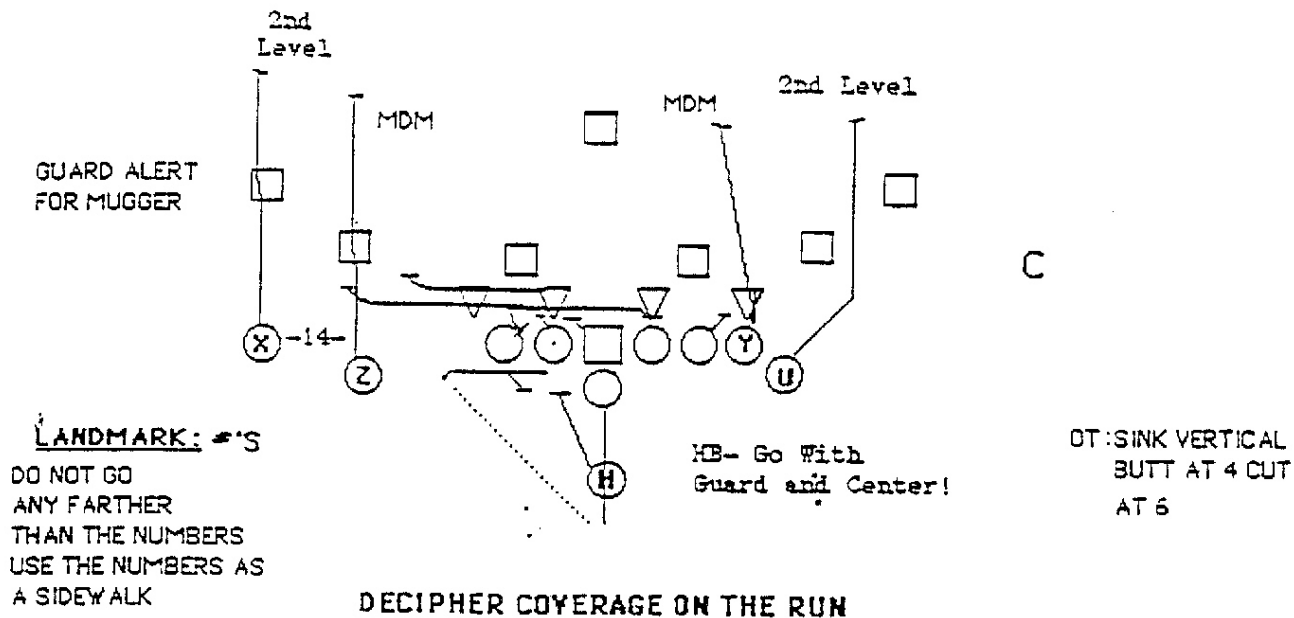
37 (57)



NAVAJO



(PA)WEST RIGHT SLOT
3 JET ALL GO HB SLOW SCREEN LEFT



BST: BLOCK 3J PROTECTION UNDERSTAND THAT YOU WILL MODIFY DEEP ON ACCOUNT OF QB RETREATING DEEPER

BSG: COVERED: SET-EXTEND-GO!! (3J RULES) UNCOVERED: SOLID
ALWAYS TRAIL TECHNIQUE-STAY FLAT ALONG LOS. PEEL BACK FOR MDM ON LOS.

C: COVERED: SET-EXTEND-GO!!(3J RULES) UNCOVERED: BLOCK NEXT
ON RELEASE -ALERT MUG-CONTROL/ALERT SWITCH WITH GUARD ON RELEASE. WIDEST DEFENDER

PSG: COVERED: SET-EXTEND-GO! (3J RULES) SPILL DL AWAY FROM UNCOVERED: MODIFY FAN SET
THE SCREEN. RELEASE(POSS EXCHANGE WITH CENTER)...DEPART FOR NUMBERS.BLOCK WIDEST DEF.ON FIE

PST: BLOCK 3J PROTECTION .SINK SET..BUTT AT 4 CHOP AT 6.BAITED SCREEN SET NEVER CUT AN
INSIDE MOYE..STAY UP. VS READ CHANGE-STAY UP-FEEL THE RUSH. MODIFY FAN SET VS 2 LOOK

TE: GO ROUTE BREAK DOWN AND BLOCK SAFETY

FB: GO ROUTE BREAK DOWN AND BLOCK CORNER

HB: BLOCK 3J ET ASSIGNMENT...SET UP AS IF IN PASS PROTECTIONRELEASE WITH PSG

Z: RUN ALL GO AND BLOCK SAFETY(MDM)

X: OUTSIDE RELEASE,BLOCK 1ST FORCE(SAFETY)

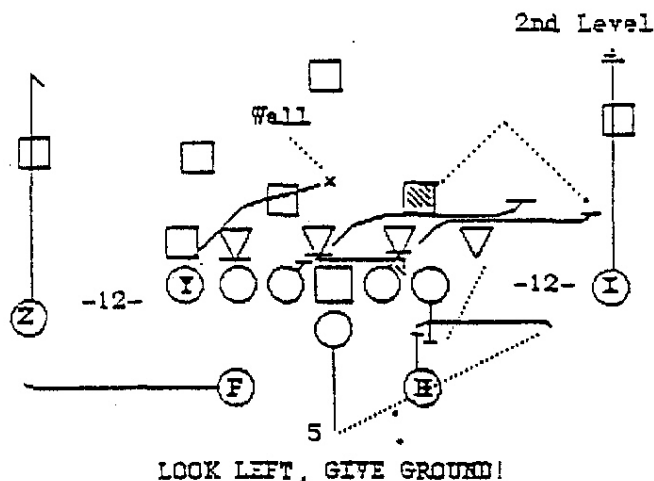
QB: QUICK 7 STEP DROP,SCREEN RETREAT THROW.

RED LEFT 23"Z"IN HB SLOW SCREEN RIGHT

TIMING:SET-
EXTEND-GO

LANDMARK: #'S

DO NOT GO
ANY FARTHER
THAN THE NUMBERS
USE THE NUMBERS AS
A SIDEWALK



DECIPHER COVERAGE ON THE RUN

PST: BLOCK 23 PROTECTION UNDERSTAND THAT YOU WILL MODIFY DEEP ON ACCOUNT OF QB RETREATING DEEPER.

PSG: COVERED:SET-EXTEND-GO!! (23 RULES) UNCOVERED: SOLID OR RIP BY G.P.
ALWAYS TRAIL TECHNIQUE-STAY FLAT ALONG LOS. PEEL BACK FOR MDM ON LOS.

C: COVERED: SET-EXTEND-GO!! (23 RULES) UNCOVERED: BLOCK NEXT
ON RELEASE -ALERT MUG-CONTROL ALERT SWITCH WITH GUARD ON RELEASE.WIDEST DEFENDER.

BSG: COVERED: SET-EXTEND-GO!! (23 RULES) SPILL DL AWAY FROM THE SCREEN. RELEASE(POSS EXCHANGE WITH CENTER)..DEPART FOR NUMBERS.BLOCK WIDEST DEF.ON FIELD
UNCOVERED: MODIFY SOLID SET

BST: BLOCK 23 PROTECTION(NEVER FAN).SINK SET..BUTT AT 4 CHOP AT 6.BAITED SCREEN SET NEVER CUT AN
INSIDE MOVE..STAY UP. YS READ CHANGE-STAY UP-FEEL THE RUSH.

TE: RELEASE INTO PATTERN..PEEL BACK ON LB..IT'S ALL EFFORT!LOSE YOUR DEFENDER UNDERNEATH .
TAKE A GOOD ANTICIPATED ANGLE TO CUTOFF MLB. (ALERT TO BUCK DOG).

FB: RELEASE INTO PATTERN..

HB: CHECK WLB AND RELEASE INTO SCREEN.MUST USE NORMAL PROTECTION TECHNIQUE.DON'T HOP OR LOOK LIKE
A SCREENING BACK-KEY C.P.YS PERIMETER BLITZ.BLUFF THE BLITZ

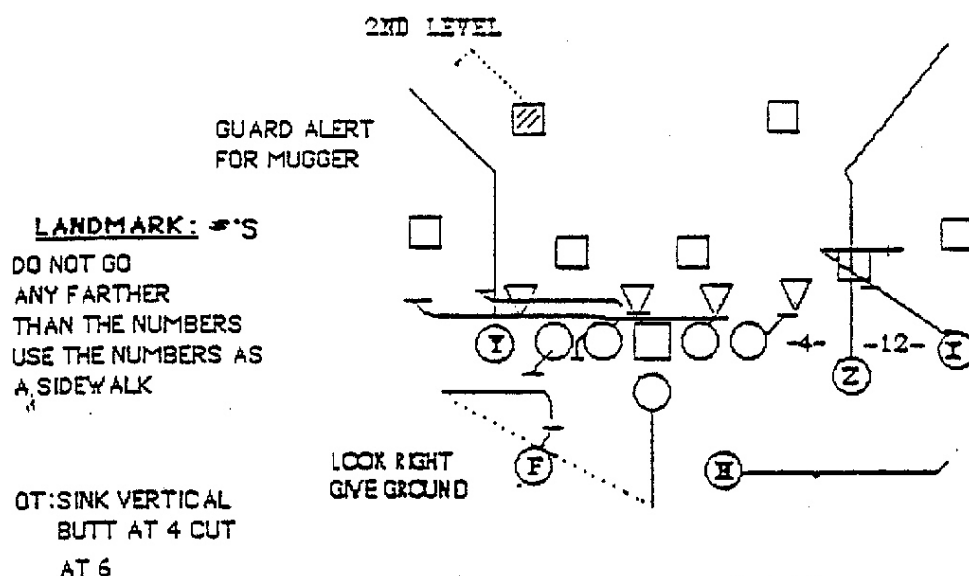
Z: BACKSIDE RUNNING LANE... LOSE MAN AWAY FROM SCREEN..FINISH!

X: OUTSIDE RELEASE YS CLOUD/BUMP BLOCK 2ND LEVEL..IT'S ALL EFFORT..FINISH! BALL COMING UP THE
NUMBERS

QB: SCREEN RETREAT AFTER 5 STEP DROP..BE INVITING AND ENSURE GETTING IT OFF.GET DEPTH!NO SACK EVER!

RED LEFT SLOT 51 X SPOT "FB" SLOW SCREEN LEFT

(SAME AS RED LEFT. "F" RIGHT. 51 "Z" SPOT FB SLOW SCREEN LEFT FOR DL AND BACKS)



BST: BLOCK 51 PROTECTION UNDERSTAND THAT YOU WILL MODIFY DEEP ON ACCOUNT OF QB RETREATING DEEPER

BSG: COVERED: SET-EXTEND-GO!! (51 RULES) UNCOVERED: SOLID
ALWAYS TRAIL TECHNIQUE-STAY FLAT ALONG LOS. PEEL BACK FOR MDM ON LOS.

C: COVERED: SET-EXTEND-GO!! (51 RULES) UNCOVERED: BLOCK NEXT WIDEST
ON RELEASE -ALERT MUG-CONTROL ALERT SWITCH WITH GUARD ON RELEASE. DEFENDER.

PSG: COVERED: SET-EXTEND-GO! (51 RULES) SPILL DL AWAY FROM UNCOVERED: MODIFY FAN SET
THE SCREEN. RELEASE (POSS EXCHANGE WITH CENTER)..DEPART FOR NUMBERS. BLOCK WIDEST DEF. ON FIE

PST: BLOCK 51 PROTECTION SINK SET..BUTT AT 4 CHOP AT 6. BAITED SCREEN SET NEVER CUT AN
INSIDE MOVE..STAY UP. VS READ CHANGE-STAY UP-FEEL THE RUSH. MODIFY FAN SET VS 2 LOOK

TE: CORNER ROUTE BREAK DOWN AND BLOCK 2ND LEVEL

FB: BLOCK 51 ASSIGNMENT...SET UP AS IF IN PASS PROTECTIONRELEASE WITH PSG

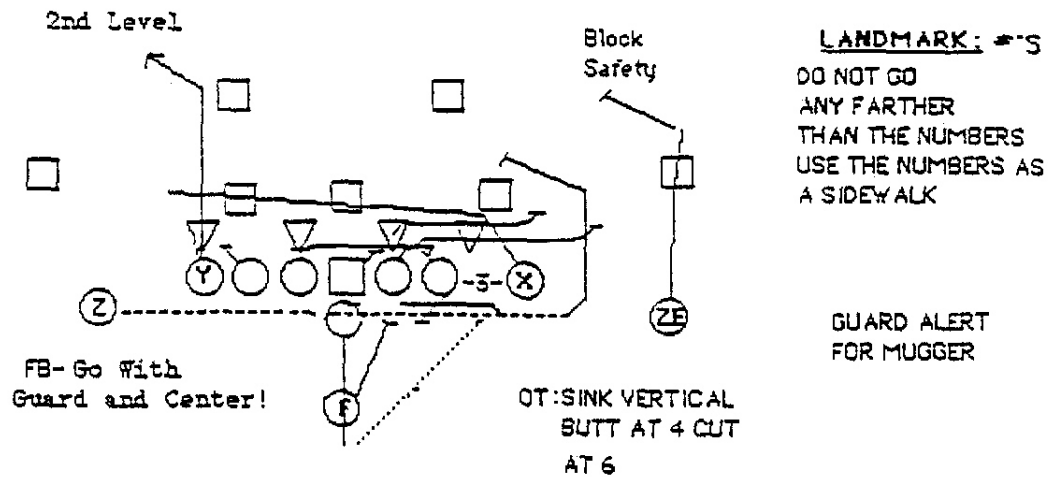
H : RELEASE ON CALLED ROUTE

Z: RUN CORNER ROUTE AS IF RUNNING "X" SPOT.

X: RUN X SPOT. BLOCK NEAR SIDE LB'ER.

QB: QUICK 7 STEP DROP. SCREEN RETREAT THROW.

(ZE)FAR DOUBLE WING LEFT" F"RIGHT
2 JET"X"DRIVE"FB"SLOW SCREEN RIGHT



DECIPHER COVERAGE ON THE RUN

BST: BLOCK 2J PROTECTION UNDERSTAND THAT YOU WILL MODIFY DEEP ON ACCOUNT OF QB RETREATING DEEPER.

3SG: COVERED: SET-EXTEND-GO!! (2J RULES) UNCOVERED: SOLID
ALWAYS TRAIL TECHNIQUE-STAY FLAT ALONG LOS. PEEL BACK FOR MDM ON LOS.

C: COVERED: SET-EXTEND-GO!! (2J RULES) UNCOVERED: BLOCK NEXT WIDEST
ON RELEASE -ALERT MUG-CONTROL ALERT SWITCH WITH GUARD ON RELEASE. DEFENDER.

PSG: COVERED: SET-EXTEND-GO! (2J RULES) SPILL DL AWAY FROM THE SCREEN. RELEASE (POSS EXCHANGE WITH CENTER)..DEPART FOR NUMBERS. BLOCK WIDEST DEF. ON FIELD
UNCOVERED: MODIFY FAN SET

PST: BLOCK 2J PROTECTION SINK SET..BUTT AT 4 CHOP AT 6. BAITED SCREEN SET NEVER CUT AN
INSIDE MOVE..STAY UP. VS READ CHANGE-STAY UP-FEEL THE RUSH. MODIFY FAN SET VS 2 LOOK

TE: CORNER ROUTE BREAK DOWN AND BLOCK 2ND LEVEL

FB: BLOCK 2J ET ASSIGNMENT...SET UP AS IF IN PASS PROTECTIONRELEASE WITH PSG

ZE: OUTSIDE RELEASE, BLOCK 1ST FORCE (SAFETY)

Z: ARC YOUR RELEASE, SIMULATE RUNNING A BASIC CROSS AND BLOCK MIKE

X: RUN "X" DRIVE AND BLOCK FAR SIDE LB"ER.

QB: QUICK 7 STEP DROP. SCREEN RETREAT THROW.

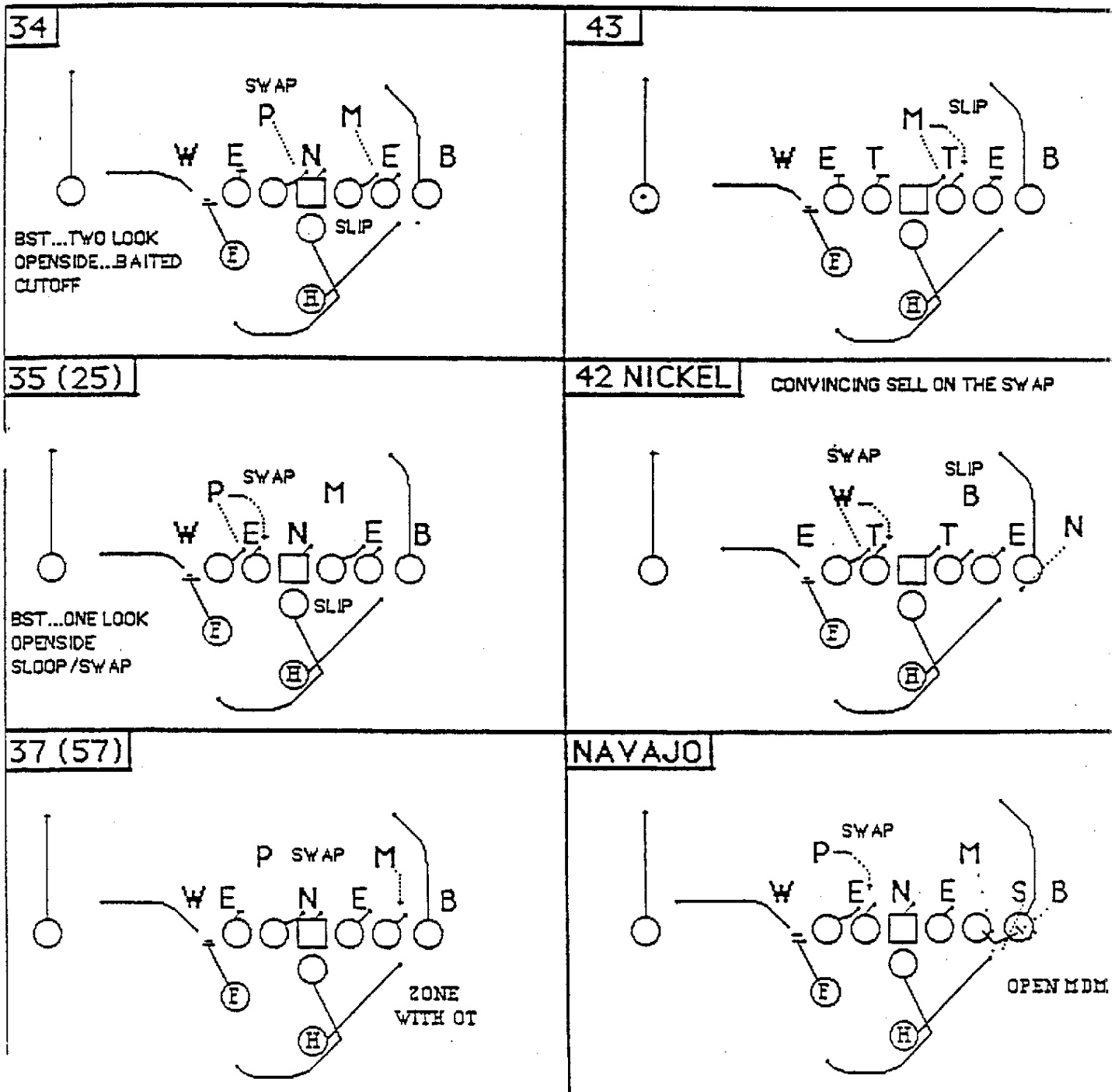
FAKE 92-93 NAKED

OFFENSIVE LINE:

BLOCK 94-95 RULES AND TECHNIQUE. BACKSIDE TACKLE ALERT TO OPENSIDE AND CLOSESIDE RULES.
IF OPENSIDE (PST) VS 2 LOOK...BAITED CUTOFF. IF OPENSIDE VS ONE LOOK ...SLOOP.
CLOSEDSIDE RULE FOR THE BST REQUIRES A SLOOP.

- NAVAJO - Open MDM to the 92-93 side by PST.
- HB: Make good fake of 92- (93) hand-off.. Explode into line & be convincing..

NOTE: BACKSIDE SELL MUST BE CONVINCING. COME DOWN "HARD" ON SWAPS!

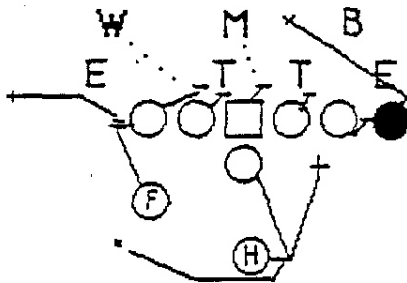


FAKE 92-93 NAKED

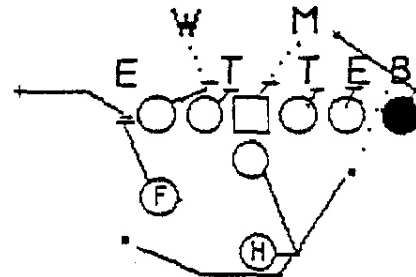
CONTINUED:

59

1 LOOK SLOOP



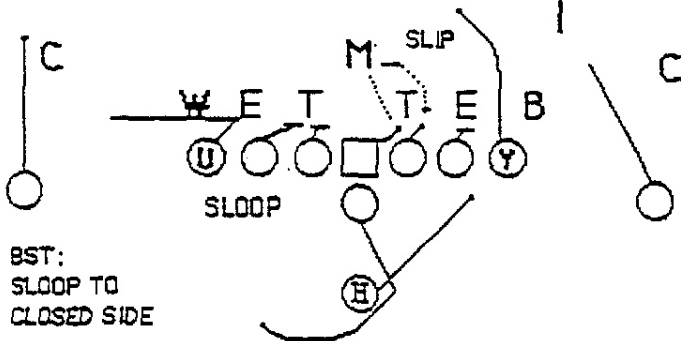
50W



43

S POSS OTTO CALL!!

S



*CP: ALERT BST TO SLOOP ALL ONE LOOKS AND TWO LOOKS TO CLOSED SIDE

FAKE FOX 3 NAKED RIGHT FB SLIDE

OFFENSIVE LINE:

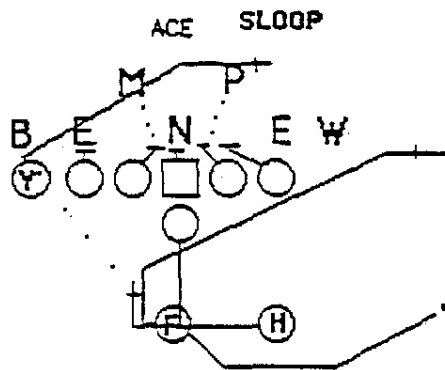
ONE WAY NAKED...BST HAS A RULE BREAKER...ALWAYS SLOOP.
 CENTER IN S9/49 SECURE PLAYSIDE A GAP... OFF RINGO SET
 UNCOVERED PLAYSIDE TACKLE...EAT. NEVER MAN WHEN UNCOVERED

TE:RELEASE INTO PATTERN

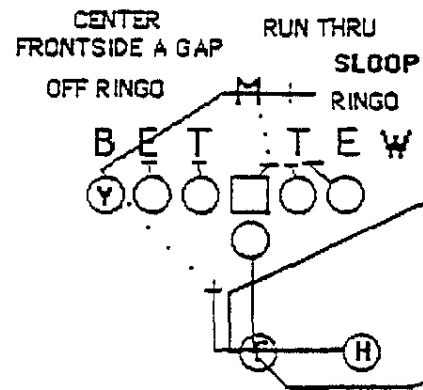
FB:FAKE FOX 3 ACTION AND SLIDE WEAK INTO PATTERN

HB:FAKE FOX 3 DRAW...ALERT INSIDE-OUT FOR LS'S

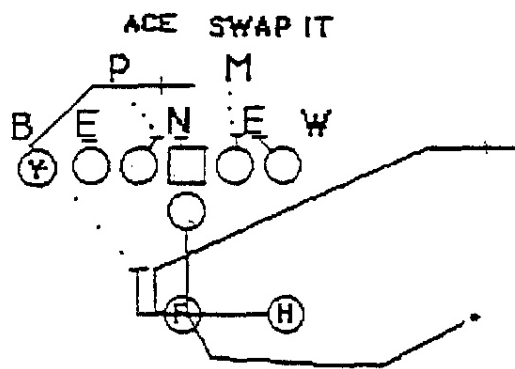
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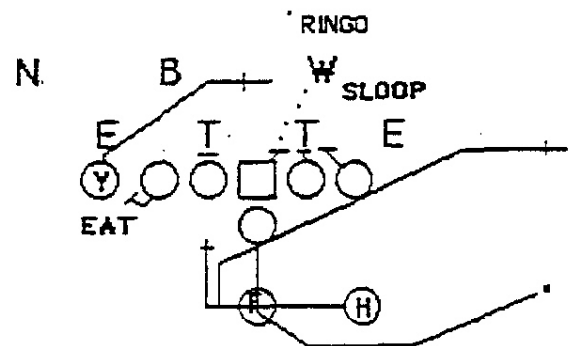
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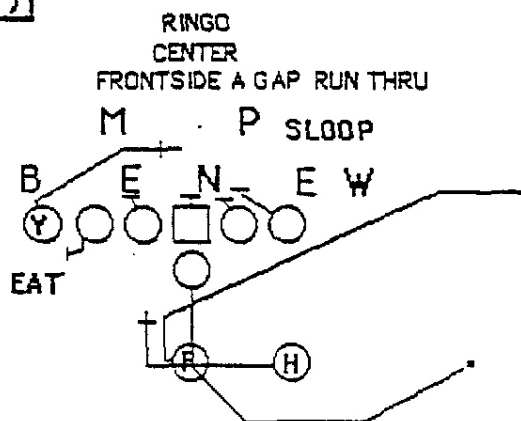
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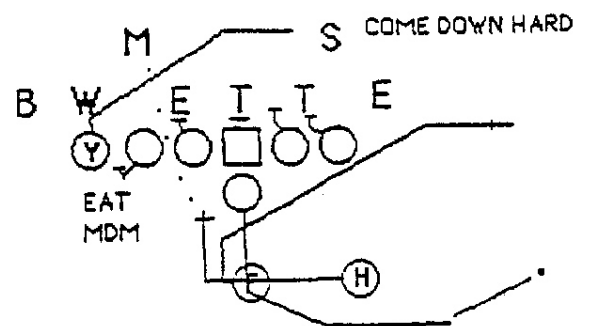
42 NICKEL



37 (57)



NAYAJO



FAKE 15 COUNTER NAKED RT

OFFENSIVE LINE:

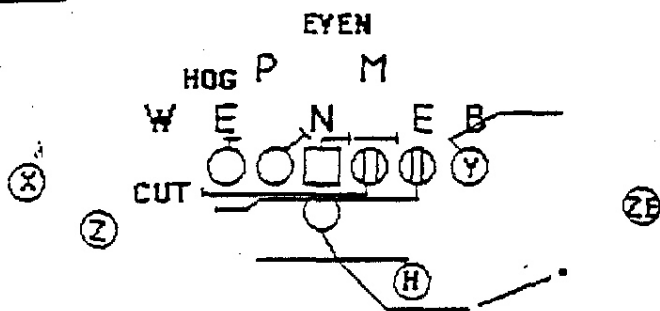
LINE: BLOCK 15 COUNTER BLOCKING RULES...OC... LOSE MAN ACROSS YOUR FACE.

(Y): PATTERN

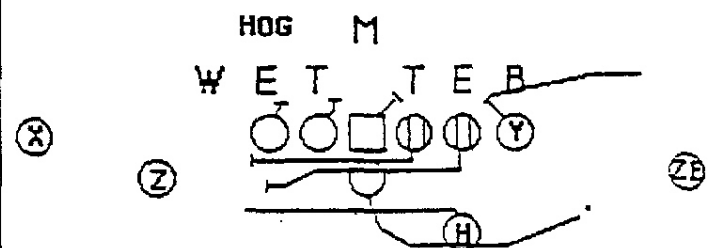
(H): FAKE 15 CTR.

(HB): FAKE 15 CTR...CONTINUE ON NAKEL

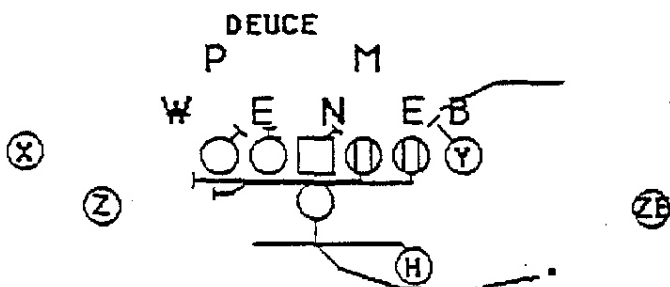
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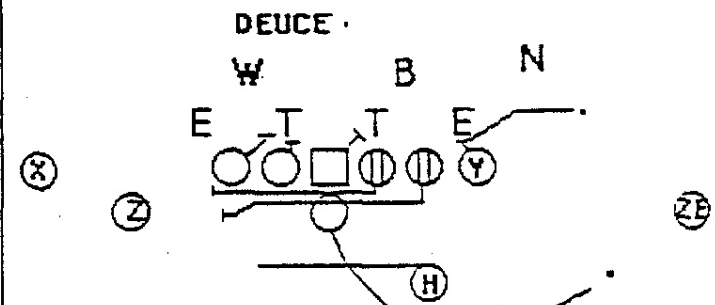
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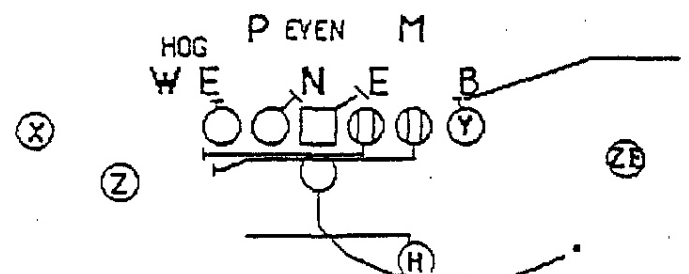
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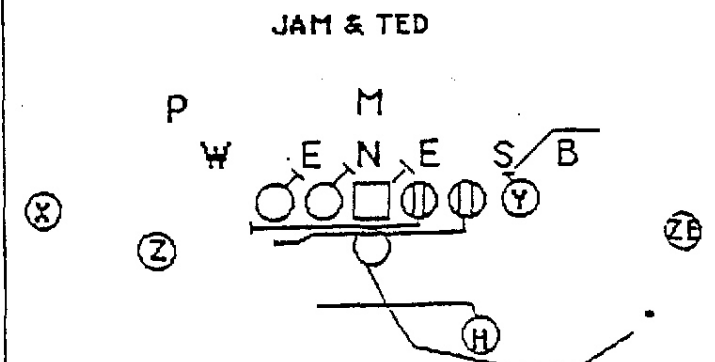
42 NICKEL



37 (57)



NAVAJO



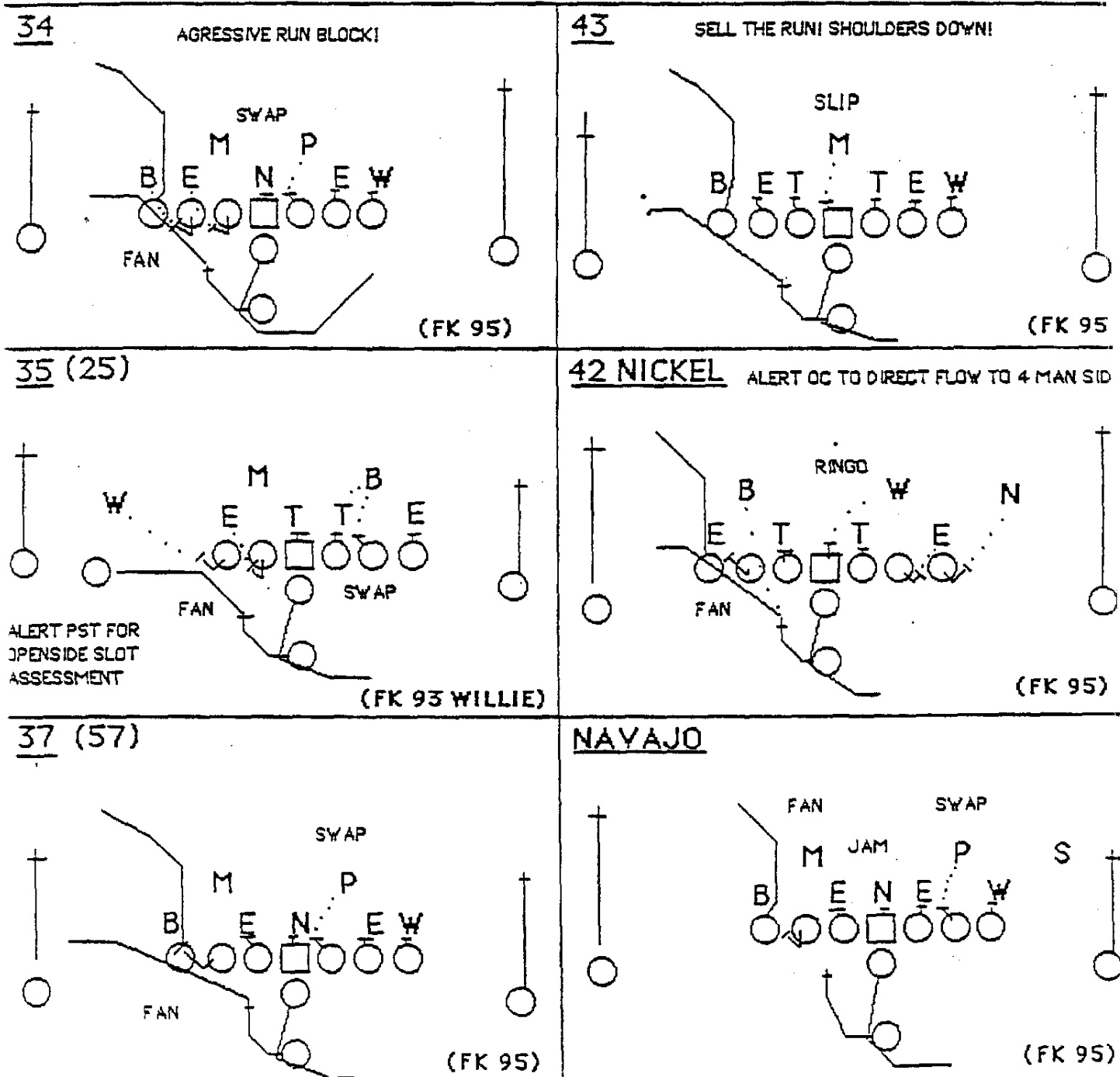
**FAKE 95 BOOT RIGHT THROW BACK
(SAME AS FAKE 95 WILLIE BOOT RIGHT THROW BACK)**

OFFENSIVE LINE:

OL: BLOCK 94-95 RULES...RULE BREAKER FOR PST/PSG WHEN UNCOVERED "FAN IT"

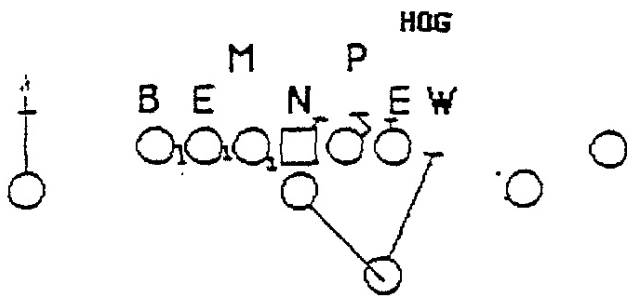
- HB: Make good fake of 92- (93) hand-off.. Explode into line & be convincing..

NOTE: BACKSIDE SELL MUST BE CONVINCING. COME DOWN "HARD" ON SWAPS!

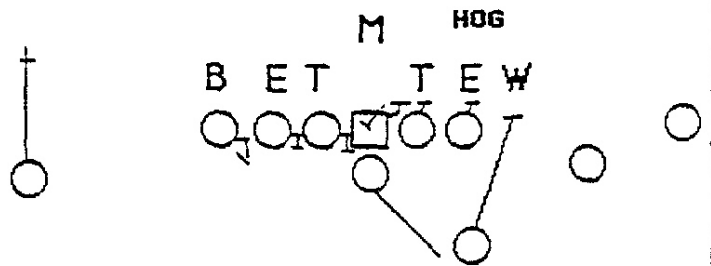


TE: SEAL BACKSIDE

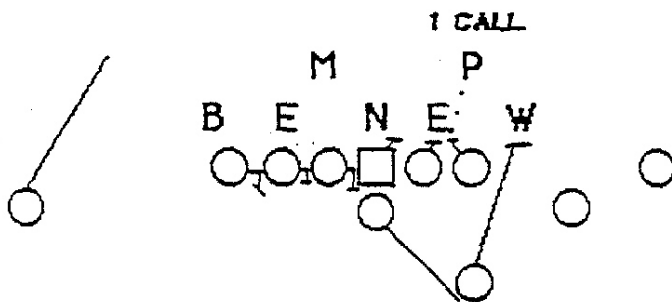
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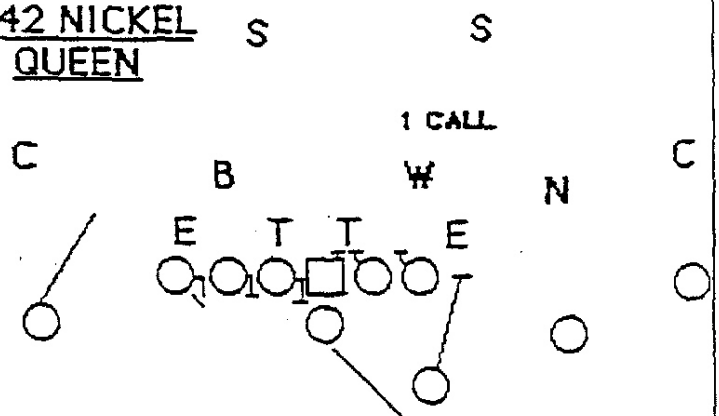
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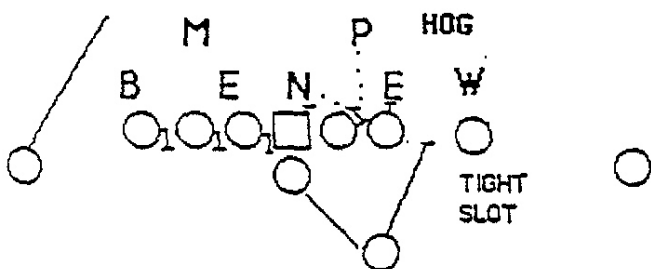
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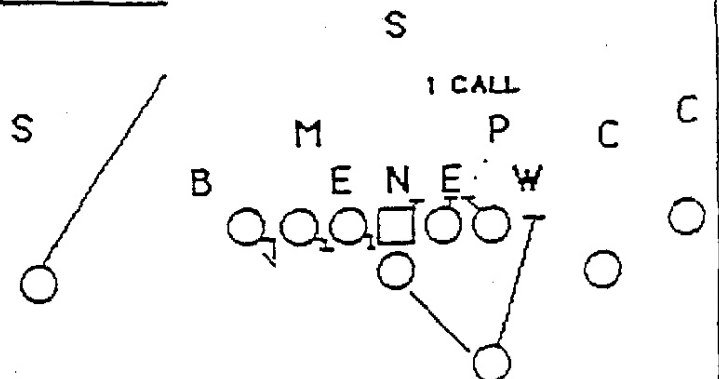
42 NICKEL
QUEEN



37



NAVAJO

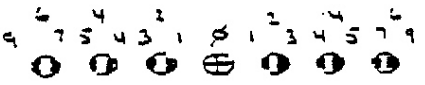


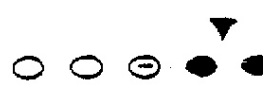







OFFENSIVE LINE TERMINOLOGY.







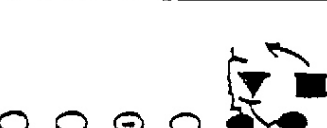
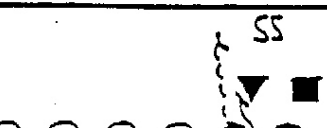

GENERAL TERMS AND ABBREVIATIONS

1. L.O.S.: Abbreviation for Line of Scrimmage
2. M.D.M: Abbreviation for Most Dangerous Man
3. E.M.O.L.: Abbreviation for End Man On Line Of Scrimmage
4. P.O.A.: Abbreviation for Point of Attack
5. C.P.: Abbreviation for Coaching Point
6. G.P.: Abbreviation for Game Plan
7. S.L.A.: Abbreviation for Sideline Adjustment
8. P.S.A.: Abbreviation for Protection Sight Adjustment
9. PLAYSIDE: The side to which the play is called. Can be referred to as the Onside.
10. BACKSIDE: The side opposite the play called. Can be referred to as the Offside.
11. OPENSIDE: Refers to the openside to the formation. There is no Tight End aligned adjacent to the Tackle.
12. CLOSED SIDE: Refers to the Closedside of the formation where the Tight End is aligned adjacent to the Tackle.
13. ONE LOOK: Refers to ONE Defender aligned on or outside the Tackle to either the Openside or Closedside.
14. TWO LOOK: Refers to TWO Defenders aligned on or outside the Tackle to either the Openside or Closedside.
15. CALL: A verbal signal given by a Lineman to indicate a special blocking combination or scheme.

25. EAGLE: TERM USED TO DESCRIBE THE ALIGNMENT LOCATION OF AN

| | |
|---|---|
|  | <p>16. TECHNIQUES AND GAP IDENTIFICATION: IN ASSESSING DEFENSIVE ALIGNMENTS, NUMBERS ARE ASSIGNED TO EACH DOWN LINEMAN'S TECHNIQUE. THIS ASSESSMENT WILL AID IN OUR COMMUNICATION AND UNDERSTANDING OF OUR OPPONENT'S FRONTS.</p> |
|  | <p>17. COVERED: INDICATES THE ALIGNMENT OF A DL HEAD-UP OR EITHER SHOULDER OF AN OL ON THE LOS. DEFENDER IS IN A THREE POINT OR FOUR POINT STANCE.</p> |
|  | <p>18. UNCOVERED: INDICATES THE SAME INDICATES THE SAME AS COVERED EXCEPT THE DEFENDER IS OFF THE L.O.S. BY ONE OR MORE YARDS. DEFENDER IS STANDING UP.</p> |
|  | <p>19. GAP: THIS IS THE AREA BETWEEN THE SHOULDER OF ONE OL AND THE SHOULDER OF THE ADJACENT OL. ALSO USED AS A CALL IN CERTAIN SCHEMES.</p> |
|  | <p>20. OFFSET: INDICATES THAT THE NOSE TACKLE IS ALIGNED ON EITHER SHOULDER OR IN EITHER GAP OF THE CENTER. THE OFFSET DEFENDER COULD ALSO BE TILTED.</p> |
|  | <p>21. BUBBLE: TERM INDICATING AREA IN FRONT OF AN UNCOVERED LINEMAN. THIS TERM CAN ALSO BE REFERRED TO AS A "G" BUBBLE (BUBBLE OVER GUARD) OR A "T" BUBBLE (BUBBLE OVER THE TACKLE).</p> |
|  | <p>22. TUFF: SAME AS COVERED EXCEPT THAT THE MAN ON THE L.O.S. IS LINEBACKER. CAN ALSO SHOW TUFF IN THE GAP BETWEEN TWO ADJACENT OL. CAN ALSO BE REFERRED TO AS MUG.</p> |
|  | <p>23. VOID: INDICATES THAT NO ONE IS ALIGNED IN FRONT OF AN OFFENSIVE LINEMAN.</p> |
|  | <p>24. ADJACENT: REFERS TO ANY DEFENDERS THAT ARE ALIGNED ADJACENT TO EACH OTHER ON THE L.O.S.</p> |


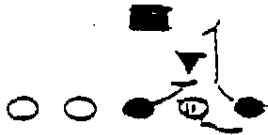



| | |
|--|---|
| | <p>34. HOOK INFLUENCE: PLAYSIDE TERM USED TO DESCRIBE AN INFLUENCE ON A DOWN LINEMAN AT THE P.O.A.</p> |
| | <p>35. FAN: PLAYSIDE OR BACKSIDE TERM WHERE THE UNCOVERED GUARD AND TACKLE BLOCK THE FIRST MAN TO THEIR OUTSIDE.</p> |
| | <p>36. DOWN: TECHNIQUE AND TERM USED FOR A PLAYSIDE LINEMAN THAT REQUIRES HIM TO BLOCK DOWN ON THE INSIDE DEFENDER ON ON THE L.O.S.</p> |
| | <p>37. CHOKe: TERM AND BLOCK WHERE THE CENTER BLOCKS BACK ON DEFENDER EITHER IN AN OFF-SET GAP OR OVER THE BACKSIDE GUARD.</p> |
| | <p>38. JAB N' PICK: TERM AND BLOCK WHERE THE BACKSIDE TACKLE IS RESPONSIBLE FOR BLOCKING THE BACKSIDE "B" AND "C" GAP. THE TACKLE HAS DOUBLE DUTY INSIDE-OUT.</p> |
| | <p>39. COMBINATION BLOCKING: A METHOD OF ATTACKING VARIOUS SEGMENTS OF A DEFENSE BY TWO OR MORE OFFENSIVE LINEMAN.</p> |
| | <p>40. ACE: DOUBLE TEAM BLOCK ON THE NT INVOLVING THE CENTER AND PSG (ALERT FOR ACE-RUB TO ILB).</p> |
| | <p>41. ACE ADD: AREA BLOCKING SCHEME BETWEEN CENTER AND PSG TO ACCOUNT FOR NT AND THE BACKSIDE LB.</p> |
| | <p>42. DEUCE: DOUBLE TEAM BLOCK ON DEFENDER COVERING P.S.G. DEUCE BLOCK INVOLVES PSG AND PST. (ALERT FOR DEUCE RUB TO ILB).</p> |

| | |
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|  | <p>43. DEUCE ADD: AREA BLOCKING SCHEME BY THE P.S.G. AND P.S.T. TO ENSURE THE LOS AND ACCOUNT FOR THE DL AND BACKSIDE LB.</p> |
|  | <p>44. TREY RUB: AREA BLOCKING SCHEME BY THE PST AND TE TO ENSURE THE LOS AND ACCOUNT FOR THE DL AND PLAYSIDE (NEAR) LB.</p> |
|  | <p>45. TREY ADD: AREA BLOCKING SCHEME BY THE PST AND TE TO ENSURE THE LOS AND ACCOUNT FOR THE DL AND BACKSIDE (FAR) LB.</p> |
|  | <p>46. SLIP: INSIDE ZONE COMBINATION BLOCK BETWEEN AN UNCOVERED AND COVERED LM ON THE PLAYSIDE. (REFERS TO ANY UNCOVERED LM ON THE PLAYSIDE).</p> |
|  | <p>47. SWAP: INSIDE ZONE COMBINATION BLOCK BETWEEN AN UNCOVERED AND COVERED LM ON THE BACKSIDE (REFERS TO ANY UNCOVERED LM ON THE BACKSIDE).</p> |
|  | <p>48. SPEED SWAP: OUTSIDE ZONE COMBINATION BLOCK BETWEEN AN UNCOVERED AND COVERED LM ON THE BACKSIDE. PRIMARILY USED ON 6-7 HOLE AND 8-9 HOLE TYPE PLAYS.</p> |
|  | <p>49. SCOOP: BACKSIDE AREA BLOCK BETWEEN THE BST AND TE. THE TACKLE AND TE WORK TOGETHER AREA BLOCKING THE DE AND OLB ON THE LOS.</p> |
|  | <p>50. SCRAPE: BACKSIDE BLOCK BETWEEN THE BST AND TE. SCRAPE CALL TELLS THE BST TO BLOCK THE 2ND LEVEL (PRIMARILY A A SAFETY) AND TE BLOCKS THE DE.</p> |
|  | <p>51. TRIPLE: 3 MAN ZONE COMBINATION BETWEEN THE TE-PST-PSG. CAN BE USED WITH THE INSIDE ZONE OR OUTSIDE ZONE BLOCKING SCHEMES.</p> |

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| | <p>52. DOUBLE: 3 MAN ZONE COMBINATION BETWEEN THE PST-PSG-OC CAN BE USED WITH THE INSIDE ZONE OR OUTSIDE ZONE BLOCKING SCHEMES.</p> |
| | <p>53. GANG: ZONE BLOCKING SCHEME USED VS. THE JAM FRONT WHEN DEFENDERS ARE STUNTING/BLITZING. UTILIZED AGAINST THE SINGLE BACKER JAM FRONTS AS WELL.</p> |
| | <p>54. DUMBO: A BACKSIDE AREA BLOCK BY THE BACKSIDE GUARD. TACKLE AND TE. USED TO SECURE THE A-B-C GAPS ON THE BACKSIDE. USED PRIMARILY IN SHORT YARDAGE AND GOALLINE SITUATIONS. THIS CALL LOCKS IN THE BACKSIDE TO THEIR RESPECTIVE GAPS.</p> |
| | <p>55. IN: AN INSIDE ZONE COMBINATION BETWEEN THE P.S.G. AND CENTER ON THE PLAYSIDE. THE CENTER AND GUARD WILL BLOCK THE DOWN LINEMAN TO THE LB ALIGNED INSIDE (PSG IS VOIDED).</p> |
| | <p>56. EVEN: A CALL BY THE CENTER THAT ALERTS THE PSG TO BLOCK DOWN AS THE CENTER CHOKES BACK TO REPLACE THE PULLING.</p> |
| | <p>57. EVEN-CHIP: A CALL BY THE CENTER THAT ALERTS THE PSG TO BLOCK DOWN AS THE CENTER CHOKES BACK TO REPLACE THE PULLING GUARD (OC CHIPS NOSE VS. THE O TECHNIQUE AND CUTS THE DE).</p> |
| | <p>58. TED: A PLAYSIDE CALL AND SCHEME USED VS. JAM FRONTS TO BLOCK THE CENTER BACK AND PSG/PST DOWN (TRIPLE DOWN) WHEN THE BACKSIDE GUARD IS PULLING.</p> |
| | <p>59. FOLD: AN EXCHANGE BLOCK BETWEEN THE CENTER AND BACKSIDE GUARD. CENTER CHOKES AND BSG PULLS FOR THE MLB.</p> |
| | <p>60. TAG: PLAYSIDE EXCHANGE BLOCK BETWEEN THE PST AND PSG. THE TACKLE BLOCKS DOWN AND THE GUARD COMES AROUND FOR THE LB.</p> |

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| | <p>61. GUT: EXCHANGE BLOCK BETWEEN THE GUARD AND TACKLE. THE GUARDS BLOCK OUT ON THE DOWN LINEMAN AND THE TACKLE PULLS AROUND FOR THE LB (GUARD UNDER TACKLE).</p> |
| | <p>62. TAKE: PLAYSIDE EXCHANGE BLOCK BETWEEN THE PST AND TE. THE TE BLOCKS DOWN AND THE TACKLE COMES AROUND FOR THE OLB. (ALSO REFERRED TO AS A "B" BLOCK).</p> |
| | <p>63. COB: PLAYSIDE EXCHANGE BLOCK BETWEEN THE CENTER AND THE PSG. THE GUARD BLOCKS DOWN AND THE CENTER PULLS AROUND FOR THE LB.</p> |
| | <p>64. TRAP: PLAY WHERE THE BSG PULLS ONSIDE AND KICKS OUT THE DEFENDER IN THE DESIGNATED HOLE CALLED.</p> |
| | <p>65. LOG: TECHNIQUE OF A PULLING LM THAT HOOKS A DEFENDER TO THE INSIDE ON A DESIGNED PATH.</p> |
| | <p>66. OH: BACKSIDE GUARD OR TACKLE PULL THAT REQUIRES THE LM TO LEAD UP THROUGH A DESIGNATED HOLE. ASSIGNED LM MUST BLOCK A SECOND LEVEL DEFENDER.</p> |
| | <p>67. RIM: A BACKSIDE CALL AND TECHNIQUE FOR EITHER THE BSG OR BST. THE BACKSIDE LM PULLS AROUND A COVERED LINEMAN FOR THE BACKSIDE LB.</p> |
| | <p>68. BOB PULL: PLAYSIDE GUARD PULLS FOR THE WIDEST DEFENDER ON THE FIELD. THE PULLER USES A RUNNING SHOULDER, RUNNING HOOK OR RUNNING HIP BLOCK.</p> |
| | <p>69. "A" PULL: A PLAYSIDE SCHEME INVOLVING THE TE, PST AND PSG. THE PSG ALWAYS PULLS BUT MUST BE ALERT TO CORRESPONDING TACKLE CALL (TREY, TAG, DOUBLE DOWN, JAM).</p> |

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| | <p>70. "IF": A BLOCK ON A LB WHERE AN UNCOVERED LM MUST READ BOTH THE DL COVERING AN ADJACENT OL AND THE LB TO DETERMIN HIS APPROACH. USED PRIMARILY ON DRAW-TYPE PLAYS.</p> |
| | <p>71. CAR: CENTER AROUND PULL FOR LB ALIGNED OVER HIM. CENTER MIRRORS LB AND PULLS UP IN FIRST NATURAL OPENING TO BLOCK HIM.</p> |
| | <p>72. GAR: GUARD AROUND PULL FOR LB ALIGNED OVER HIM. GUARD MIRRORS LB AND PULLS UP IN FIRST NATURAL OPENING TO BLOCK HIM.</p> |
| | <p>73. TAR: TACKLE AROUND PULL FOR LB ALIGNED OVER HIM. TACKLE MIRRORS LB AND PULLS UP IN FIRST NATURAL OPENING TO BLOCK HIM.</p> |
| | <p>74. GAP: CALL USED BY THE GUARD TO ALERT THE TACKLE TO BLOCK THE INSIDE GAP.</p> |
| | <p>75. FUEL: CALL MADE BY THE CENTER TO ALERT BACKSIDE BLOCKERS THAT HE IS VOIDED AND WILL ELOCK BACK ON THE BSLB (ALERT TO # CALL). BST HAS DOUBLE DUTY ON LOS ONLY.</p> |
| | <p>76. DOUBLE "A": CALL MADE BY CENTER TO ALERT THE BSG THAT HE'S BLOCKING THE PLAYSIDE "A" GAP AND NOW THE BACKSIDE GUARD BLOCKS THE BACKSIDE "A" GAP.</p> |
| | <p>77. ODD/EVEN: TWO DIFFERENT BLOCKING PATTERNS BETWEEN OC AND PLAYSIDE TACKLE IN WHICH THEY BLOCK THE MLB AND ONSIDE DT. THE CENTER MAKES THE DETERMINING CALL.</p> |
| | <p>77A. ODD/EVEN: ODD CALL ILLUSTRATED. THIS CALL APPLIES TO OUR SWEEP GAME.</p> |

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|  | <p>78. TRACK: 3/7 OFF. TACKLE BLOCKING CONCEPT THAT IS UTILIZED ON POWER, COUNTER TYPE RUNNING PLAYS. REFERS TO TE/PST/PSG GAP SCHEME. LM WILL BLOCK INSIDE GAP (MDM ON LOS) TO BSLB. ALERT TO UNCOVERED TRACK REACTIONS.</p> |
|  | <p>79. CAT: PLAYSIDE CALL THAT REQUIRES THE CENTER AND P.S.T. TO AREA BLOCK THE DOWN LINEMAN AND LB.</p> |
|  | <p>80. CAT: BACKSIDE CALL THAT REQUIRES THE CENTER AND B.S.T. TO AREA BLOCK THE DOWN LINEMAN AND LB.</p> |
|  | <p>81. EAT: A PLAYSIDE END AND TACKLE EXCHANGE BLOCK WHEN THERE IS A 'T' BUBBLE ON THE PLAYSIDE.</p> |
|  | <p>82. RINGO/LUCKY: CALL MADE BY THE CENTER ALERTING THE GUARD TO DOUBLETEAM THE DL TO A DETERMINED LB. USED PRIMARILY ON DRAW TYPE PLAYS.</p> |
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